Buildings

Housing

Shanty

Base Construction Cost: $150
Upkeep: None
Additional Costs: None
Work Modes: None
Worker Requirements: None
Maximum Workers: None
Available Upgrades: None

A Shanty provides low-quality housing for a single family. Shanties don't require upkeep, but they never provide rent. These inexpensive dwellings offer only minor improvements over the shacks homeless citizens construct for themselves.

Shanties can be very useful in the early stages of a mission, but consider replacing these structures with more efficient housing as your economy expands. Be sure not to build too many of them, as destroying them to be replaced with better structures can take some time.

Tenement

Base Construction Cost: $4,000
Upkeep: $13
Additional Costs: Upgrades require a connection to the Electrical grid.
Work Modes: Normal Maintenance (standard upkeep); Roach Patrol (50 percent upkeep; Housing Quality lowered by 30 percent)
Worker Requirements: None
Maximum Workers: None
Available Upgrades: Climate Control ($1,000; ZMW) improves Housing Quality by 15

A Tenement provides low-quality housing for up to 12 families. Tenements can breed crime, and residents will remain generally unhappy with their accommodations.

The Climate Control upgrade provides a small boost to Housing Quality, but consider demolishing Tenements when you can afford a better class of housing.

One way to get better mileage out of Tenements is to place a Fire Station close by. The local presence of firemen improves Housing Quality of any nearby housing structure.

Bunkhouse

Base Construction Cost: $500
Upkeep: $1
Additional Costs: None
Work Modes: Normal Maintenance (standard upkeep); Roach Patrol (50 percent upkeep; Housing Quality lowered by 30 percent)
Worker Requirements: None
Maximum Workers: None
Available Upgrades: None

A Bunkhouse provides low-quality housing for up to three families. Bunkhouses offer very few comforts, but they can be quite useful near disaster-prone facilities.

Bunkhouses are very affordable, but consider constructing higher quality housing when you can afford it.

Apartment Block

Base Construction Cost: $5,000
Upkeep: $16
Additional Costs: Blueprint ($2,500)
Work Modes: Normal Maintenance (standard upkeep); Roach Patrol (50 percent upkeep; Housing Quality lowered by 30 percent)
Worker Requirements: None
Maximum Workers: None
Available Upgrades: Climate Control ($1,000; ZMW) improves Housing Quality by 15

The Apartment Block provides comfortable housing for up to six families. The comforts provided by an Apartment Block are enough to keep most citizens happy, making this one of the most efficient residential buildings available.

Once you've established an Electrical grid, you can upgrade existing Apartment Blocks to further improve the Housing Quality of its residents.

Country House

Base Construction Cost: $1,000
Upkeep: $2
Additional Costs: None
Work Modes: None
Worker Requirements: None
Maximum Workers: None
Available Upgrades: None

The Country House provides moderate comforts to up to two families. Country Houses may not thrill your citizens, but their low construction costs and upkeep make them excellent options for low-income workers in remote locations.

However, for double the initial cost, you can build Houses that provide a significantly higher standard of living.

Condominium

Base Construction Cost: $6,000
Upkeep: $15
Additional Costs: Blueprint ($4,000), Electricity (4MW)
Work Modes: Normal Maintenance (standard upkeep); Roach Patrol (50 percent upkeep; Housing Quality lowered by 30 percent)
Worker Requirements: None
Maximum Workers: None
Available Upgrades: None

The Condominium provides high-quality housing for up to 4 families. The initial blueprint and construction investment is offset by a relatively low upkeep.

The Condominium must be connected to your Electrical grid, but its relatively low upkeep makes this building a good investment when you need to boost your population's Housing Quality.

House

Base Construction Cost: $2,000
Upkeep: $6
Additional Costs: None
Work Modes: None
Worker Requirements: None
Maximum Workers: None
Available Upgrades: None

The House provides comfortable accommodations for up to two families. Your citizens prefer Houses to Apartment Blocks, but their occupancy limits may render them impractical for urban areas.

Since Houses have no Electricity requirements, these residential buildings can be used to offer high Housing Quality to less developed areas of your island.

If you do build houses early on any map, your citizens may not be able to afford the rent, so adjust it accordingly.

Mansion

Base Construction Cost: $4,000
Upkeep: $13
Additional Costs: Blueprint ($3,000), Electricity (4MW)
Work Modes: None
Worker Requirements: None
Maximum Workers: None
Available Upgrades: None

The Mansion provides lavish accommodations for up to two families. Between blueprint, construction, and Electricity costs, Mansions should only be built after your economy has developed significantly.

After you have a number of well-paid professionals, consider providing a few Mansions to boost your population's Housing Quality.

Generally, unless it is requested for a Task, there is little pressing need to build a Mansion to satisfy the population, but if wages are high they do make good, if not expensive replacement to Houses.

Welfare and Economy

Church

Base Construction Cost: $6,000
Upkeep: $20
Additional Costs: None
Work Modes: None
Worker Requirements: Male, High School
Maximum Workers: 4 Priests
Available Upgrades: None

The Church is the least expensive way to satisfy the religious needs of your citizens.

The Church is an essential investment in the early stages of your island's development, but these non-profit service buildings can place a heavy burden on a struggling economy.

A fully-staffed Church can service up to 12 visitors at a time, so make sure you fill all open positions before you build multiple Churches in a single area.

Accessibility is important, so be certain to either place the Church with easy road access, or near housing. Churches are also your low cost solution for providing far flung outposts with religious satisfaction.

Clinic

Base Construction Cost: $3,000
Upkeep: $10
Additional Costs: None
Work Modes: Preventive Medicine (patients visit 20 percent less often); Obstetric (female patients are 50 percent more likely to become pregnant); Gerontology (Increases the lifespan of visitors by 1 year per visit to a maximum of 5 years)
Worker Requirements: Male, College
Maximum Workers: 2 Doctors
Available Upgrades: None

The Clinic provides basic healthcare to your citizens. The Clinic generates no profits, but it does meet one of your island's essential needs.

As with the Church, it's best to establish a Clinic in the early stages of each mission. A fully-staffed clinic can only service eight visitors at a time, so you may need to establish additional Clinics fairly quickly.

As with the Church, Clinics act as low cost solutions to the medical needs of outposts established far away from your starting location.

Cathedral

Base Construction Cost: $20,000
Upkeep: $66
Additional Costs: None
Work Modes: None
Worker Requirements: Male, College
Maximum Workers: 4 Bishops
Available Upgrades: None

The Cathedral is a significant improvement over the humble Church. Its high construction and upkeep costs require a well-developed economy, but the Cathedral satisfies one of the primary demands of the Religious faction.

A fully-staffed Cathedral can service 16 visitors at a time, which makes this building particularly useful in highly populated areas.

The sheer size of the Cathedral presents a challenge of placing it so it can service the most people, try to consider well in advance where you want to place one for maximum effectiveness, and set that land aside.

Hospital

Base Construction Cost: $12,000
Upkeep: $40
Additional Costs: Electricity (15MW)
Work Modes: Preventive Medicine (patients visit 20 percent less often); Obstetric (female patients are 50 percent more likely to become pregnant); Gerontology (Increases the lifespan of visitors by 1 year per visit to a maximum of 5 years)
Worker Requirements: Male, College
Maximum Workers: 4 Doctors
Available Upgrades: None

The Hospital provides excellent healthcare to all of its visitors. This advanced facility must be connected to your Electrical grid, but the Hospital represents a significant improvement over the Clinic.

A fully-staffed Hospital can service up to 12 visitors at a time, so make sure you fill all open positions before you construct additional facilities.

Between its high Service Quality and useful work modes, the Hospital is an essential investment in any developed economy.

Shopping Mall

Base Construction Cost: $9,000
Upkeep: $30
Additional Costs: Electricity (20MW)
Work Modes: Normal Store (default parameters); People's Store (tourists do not use the Shopping Mall); Outlet Store (profits double and Service Quality is increased by 20, but only females use the Shopping Mall)
Worker Requirements: Female, High School
Maximum Workers: 4 Shopkeepers
Available Upgrades: None

The Shopping Mall can be an effective distraction for Tropicans and tourists alike, which makes this building a viable part of any economy. Importing luxury goods can be costly, but the potential profits make the Shopping Mall a worthy investment.

A fully-staffed Shopping Mall can service up to 12 visitors at a time. Like the Cathedral, this structure dwarf most others, meaning you may not be able to set it conveniently close to your major city.

You can help alleviate travel from the Shopping Mall by placing a Garage near it.

Bank

Base Construction Cost: $8,000
Upkeep: $26
Additional Costs: None
Work Modes: Urban Development (decreases construction costs by up to 20 percent—additional Banks increase the effect); Offshore Banking (charges tourist visitors based on worker's skill); Presidential Slush Fund (siphons money from the treasury to your Swiss bank account)
Worker Requirements: Male, College
Maximum Workers: 5 Bankers
Available Upgrades: None

The Bank is a surprisingly versatile building, and you may wish to construct many of them on a single island. When set to Urban Development, your Banks can save you massive amounts of money as you develop your cities.

If you set a Bank to the Offshore Banking work mode, it becomes a profitable Tourist attraction. In the Presidential Slush Fund work mode, a Bank becomes the most effective way to siphon money into your Swiss bank account.

While it is tempting to try and establish at least one Bank at the start of a mission, the required college educated workers makes staffing it an expensive prospect.

Customs Office

Base Construction Cost: $10,000
Upkeep: $15
Additional Costs: None
Work Modes: Stimulate Exports (increases export revenue); Free Economic Zone (decreases import costs); Tourist Fees (all tourists pay a percent of their spending limit upon their arrival); Customs Duty Evasion (a percentage of ex-port profits is siphoned into your Swiss bank account, Custom Officers' minimum wage is set to 25)
Worker Requirements: Male, High School
Maximum Workers: 5 Customs Officers
Available Upgrades: None

The Customs Office allows you enhance different elements of your economy. If your island depends on trade, the Stimulate Exports work mode provides a significant boost to your income.

During unexpected shortages, the Free Economic Zone reduces the burden of emergency imports. Remaining work modes can improve the profitability of the tourism industry, or siphon additional funds into your Swiss bank account.

Stock Exchange

Base Construction Cost: $10,000
Upkeep: $20
Additional Costs: None
Work Modes: None
Worker Requirements: Male, College
Maximum Workers: 5 Stock Brokers
Available Upgrades: None

The Stock Exchange offers potentially profitable arrangements from foreign investors. A friendly nation may wish to provide your island with additional housing or jobs in exchange for any profits generated from the new building.

You have no control over foreign owned buildings, but these private structures can provide valuable services. The specifics of each arrangement will vary, so don't be afraid to turn down any offer that doesn't benefit your island.

Keep in mind, private structures still require the resources and support of your island infrastructure. Without it, they will fail early and you lose their rent.

Weather Station

Base Construction Cost: $8,000
Upkeep: $50
Additional Costs: None
Work Modes: Truthful Reports (default parameters); Always Sunny (Tourism Rating increased by 5, 2 extra immigrants arrive on each ship); Always Rainy (Tourism Rating decreased by 5, 2 less immigrants arrive on each ship)
Worker Requirements: Male, College
Maximum Workers: 2 Professors
Available Upgrades: Seismic Detector ($5,000) predicts earthquakes and volcanic eruptions; Tsunami Early Warning System ($10,000 5MW) predicts tsunami; Storm Detection ($7,500) predicts tornadoes and hurricanes

In its basic form, the Weather Station allows you to influence the popularity of your island among tourists and immigrants.

A fully upgraded Weather Station allows you to predict most natural disasters, giving you the chance to minimize damage to your buildings and population.

Since accidental deaths will lower your Tourism Rating, an upgraded Weather Station is particularly important for any island that depends on foreign visitors.

Most importantly, preventing civilian casualties during a disaster stops you from losing skilled workers in the aftermath. Buildings can be rebuilt, but to replace talent takes far longer.

Buildings
Entertainment

Pub

Base Construction Cost: $800
Upkeep: $2
Additional Costs: None
Work Modes: No Dress Code (default parameters), Upscale Dress Code (improves Service Quality by 20 percent, prevents low class citizens from using the building)
Worker Requirements: Female, uneducated
Maximum Workers: 2 Barmaids
Available Upgrades: None

The Pub serves as a minor distraction for Tropicans and visiting tourists. The Pub has a fairly low Service Quality, but this inexpensive building takes up very little space.

A fully-staffed Pub can service up to eight visitors at a time. It's usually best to build at least one Pub in the early stages of a mission, but expect your citizens to demand more exiting venues before long.

Childhood Museum

Base Construction Cost: $2,000
Upkeep: $5
Additional Costs: None
Work Modes: Loudspeakers (increases the Respect of all visitors by 10); Retirement Fund (all profits go to your Swiss bank account)
Worker Requirements: Female, High School
Maximum Workers: 2 Shopkeepers
Available Upgrades: None

The Childhood Museum serves as a moderate distraction for both Tropicans and tourists. This structure satisfies one of the Loyalist faction's major demands, so it's best to build one during each mission.

The Childhood Museum can be fairly profitable, so consider building one as soon as appropriately educated workers are available. A fully-staffed Childhood Museum can service up to six visitors at a time.

Restaurant

Base Construction Cost: $2,000
Upkeep: $4
Additional Costs: None
Work Modes: Paper Placemats (upkeep reduced by 30 percent, Service Quality reduced by 10 percent); Cloth Napkins (standard service and upkeep); Linen Table Cloths (upkeep raised by 50 percent, service quality raised by 10 percent)
Worker Requirements: Female, uneducated
Maximum Workers: 2 Cooks
Available Upgrades: None

The Restaurant provides a minor distraction for both Tropicans and tourists. Due to it's low cost and small size, the Restaurant is one of the most convenient entertainment options for developing cities.

A fully-staffed Restaurant can service up to eight people at a time.

It's work modes allow the Restaurant to provide slightly better Service Quality as your economy grows, but you'll need to establish more effective venues if you hope to keep your population entertained.

Cabaret

Base Construction Cost: $4,000
Upkeep: $13
Additional Costs: None
Work Modes: No Dress Code (default parameters); Upscale Dress Code (improves Service Quality by 20 percent, prevents low class citizens from using the building)
Worker Requirements: Female, uneducated
Maximum Workers: 3 Showgirls
Available Upgrades: None

The Cabaret is a fairly effective way to entertain both Tropicans and tourists. A fully-staffed Cabaret can service up to nine visitors at a time, making it a potentially profitable building.

A properly placed Cabaret can be a fairly effective tourist attraction, so consider investing in one during the early stages of your economy.

Night Club

Base Construction Cost: $7,000
Upkeep: $13
Additional Costs: None
Work Modes: No Dress Code (default parameters); Upscale Dress Code (improves Service Quality by 20 percent, prevents low class citizens from using the building)
Worker Requirements: Female, uneducated
Maximum Workers: 4 Barmaids
Available Upgrades: None

The Night Club offers an effective distraction for Tropicans and tourists. A fully-staffed Night Club can service up to 15 people at a time, making it one of the most efficient entertainment facilities you can offer your people.

The Night Club can be a fairly profitable facility, so consider placing one in each developed area.

Casino

Base Construction Cost: $10,000
Upkeep: $20
Additional Costs: Electricity (25MW)
Work Modes: Nickel Slot Machines (default parameters); Blackjack (improves Service Quality by 10 percent, prevents low class visitors from using the building); Baccarat (improves Service Quality by 20 percent, only high class visitors may use the building)
Worker Requirements: Male, High School
Maximum Workers: 4 Pit Bosses
Available Upgrades: None

The Casino offers a moderate distraction for Tropicans and tourists, but it requires a connection to your Electrical Grid.

A fully-staffed Casino can service up to nine visitors at a time, and its unique environment can be fairly effective tourist attraction.

The Casino's various work modes can make it a fairly profitable facility, but its presence can often cause problems with the Religious faction. As a unique side bonus, El Presidente can make money at the Casino.

Movie Theater

Base Construction Cost: $3,000
Upkeep: $12
Additional Costs: Electricity (2MW)
Work Modes: World Premiers (increases the Service Quality by 20 percent), Pie Jesu Domine (raises Religious faction Respect by 10); Hollywood Classics (raises Capitalist faction Respect by 10); Russian Classics (raises Communist faction Respect by 10); WW2 Epics (raises Militarist faction Respect by 10); Viva Tropico (raises Nationalist faction Respect by 10); My Humble Life (raises Respect of all visitors by 10 for 3 years)
Worker Requirements: Male, uneducated
Maximum Workers: 3 Attendants
Available Upgrades: None

The Movie Theater provides a moderate distraction for both Tropicans and tourists. This building offers several work modes which can be used to increase your standing with many of the political Factions.

A fully-staffed Movie Theater can service up to 15 visitors at a time. With it's fairly low upkeep and Electricity usage, a properly placed Movie Theater can be an valuable asset in populated areas.

If you're trying to stave off a specific Faction Disaster, this building can tip the scales in your favor.

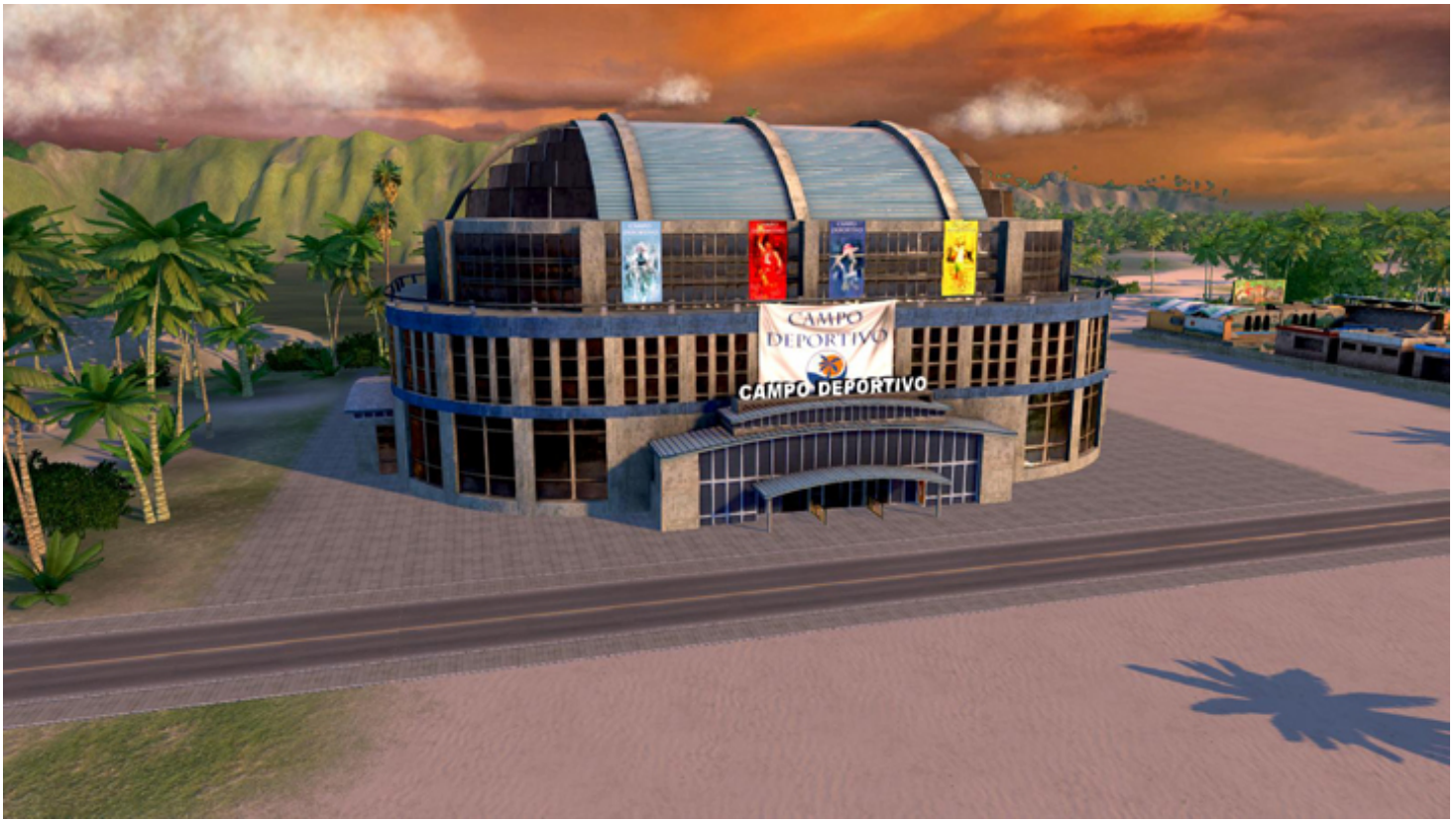
Gourmet Restaurant

Base Construction Cost: $5,000
Upkeep: $7
Additional Costs: Electricity (5MW)
Work Modes: Paper Placemats (upkeep reduced by 30 percent, Service Quality reduced by 10 percent); Cloth Napkins (standard service and upkeep); Linen Table Cloths (upkeep raised by 50 percent, service quality raised by 10 percent)
Worker Requirements: Female, uneducated
Maximum Workers: 4 Cooks
Available Upgrades: None

The Gourmet Restaurant is a fairly effective distraction for Tropicans and tourists. This building has a fairly low upkeep, but it does require a connection to your Electrical grid.

A fully-staffed Gourmet Restaurant can service up to 12 visitors at a time, and its various work modes can appeal to a fairly diverse population.

Sports Complex



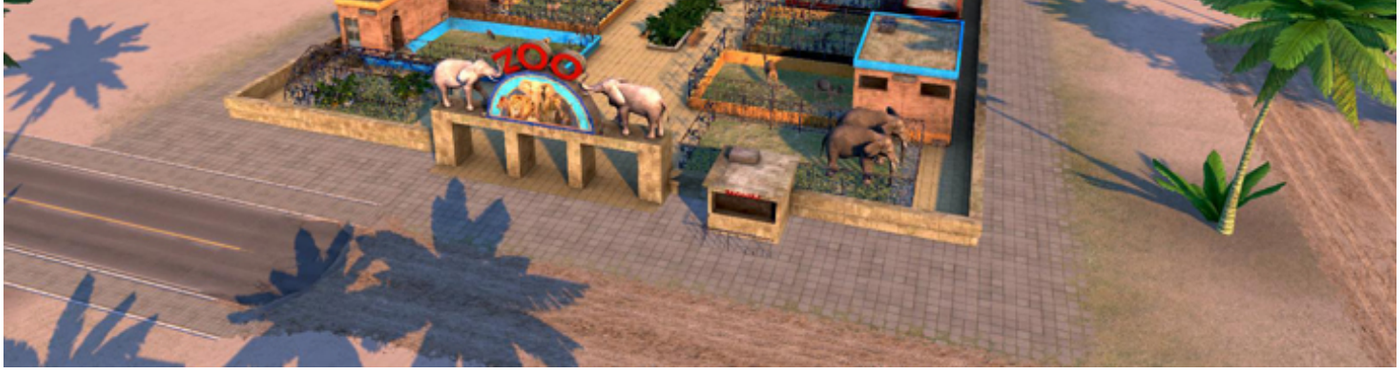
Base Construction Cost: $30,000
Upkeep: $83
Additional Costs: None
Work Modes: No Booze Allowed (alcohol is not served); Let the Taps Flow (generates an extra $20 per visitor, but members of the Religious faction will not use the building)
Worker Requirements: Male, High School
Maximum Workers: 6 Pro Athletes
Available Upgrades: None

The Sports Complex offers a great distraction for both Tropicans and tourists. This facility has sizable construction and upkeep costs, so it's best to develop your economy before you construct one.

A fully-staffed Sports Complex can service up to 24 visitors at a time, so you'll need a large population to maximize your profits.

The Sports Complex takes up a large amount of space, so you may not be able to place one in developed areas. This building acts as a requirement for the Pan-Caribbean Games Edict.

Zoo



Base Construction Cost: $12,000
Upkeep: $20
Additional Costs: None
Work Modes: Mimeographed Handout (standard parameters); Four-Color Brochure (doubles upkeep, raises Service Quality by 20 percent)
Worker Requirements: Male, uneducated
Maximum Workers: 4 Attendants
Available Upgrades: None

The Zoo offers a great distraction for Tropicans and tourists. A fully-staffed Zoo can service up to 15 visitors, but it's large size can make it difficult to find a suitable spot for it.

The family friendly atmosphere can be a big draw for families, so you may find the Zoo to be particularly effective near tourist accommodations.

Museum of Modern Art

Base Construction Cost: $8,500
Upkeep: $18
Additional Costs: None
Work Modes: Show Foreign Art (upkeep is tripled, Service Quality is increased by 20); Promote Tropican Art (generates profits based on art sold); Abstract Art (visiting Tropicans may joint the Intellectual faction)
Worker Requirements: Female, College
Maximum Workers: 2 Journalists
Available Upgrades: None

The Museum of Modern Art is a fairly effective distraction for Tropicans and tourists. The building has moderate construction and upkeep costs, and a fully-staffed Museum of Modern Art can service up to 10 visitors at a time.

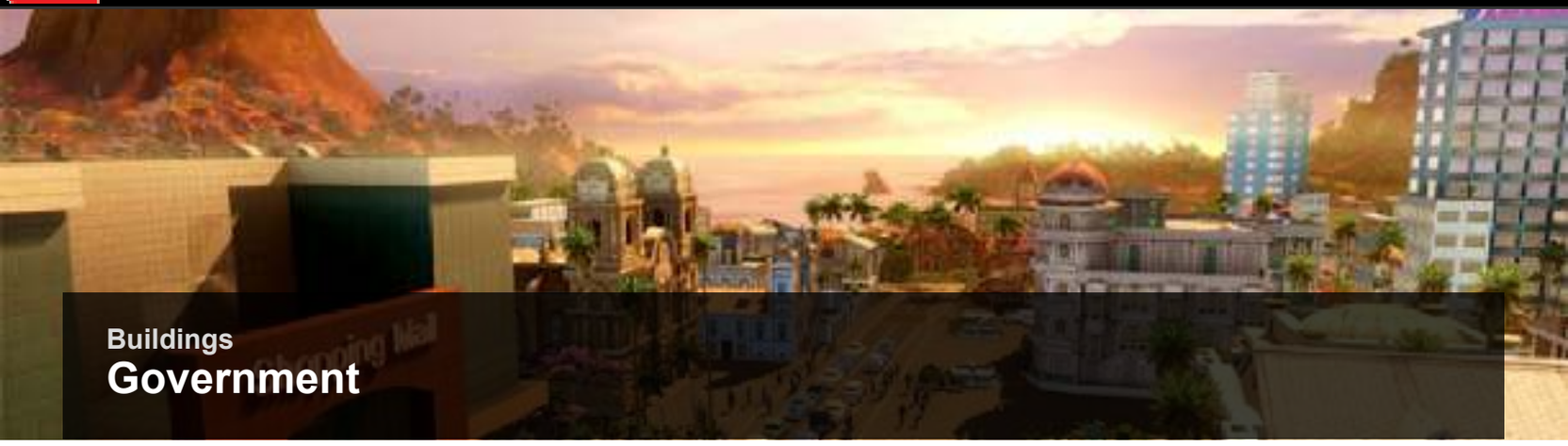
The Promote Tropican Art work mode can make this building very profitable, but to really take advantage of this, you'll want a strong tourism industry that caters to the wealthy.

Cosmic Pin

Base Construction Cost: $25,000
Upkeep: $40
Additional Costs: None
Work Modes: Standard Service (standard parameters); All-You-Can-Eat (upkeep is doubled, attracts slob tourists to the island); All-You-Can-Drink (upkeep is doubled, attracts spring break tourists to the island)
Worker Requirements: Female, uneducated
Maximum Workers: 4 Cooks
Available Upgrades: None

In its standard mode the Cosmic Pin provides a moderate distraction for both Tropicans and tourists, but its work modes can make it an extremely popular attraction.

A fully-staffed Cosmic Pin can service up to 20 visitors. This prestigious structure represents a significant investment, so make sure you adjust fees, salaries, and work modes to maximize its profitability.



Buildings
Government

Ministry

Base Construction Cost: $4,000
Upkeep: $13
Additional Costs: None
Work Modes: None
Worker Requirements: College graduates from required professions
Maximum Workers: 5 Ministers
Available Upgrades: None

The Ministry's effectiveness depends on the quality of your Ministers. A fully-staffed Ministry allows you to issue various Edicts, and individual Ministers will occasionally trigger special events.

Most political factions will insist upon various Edicts, so you'll need to have a Ministry in place if you hope to meet their demands. Minister Events and Edicts effect the entire island, so the Ministry can be placed in any convenient location.

Police Station

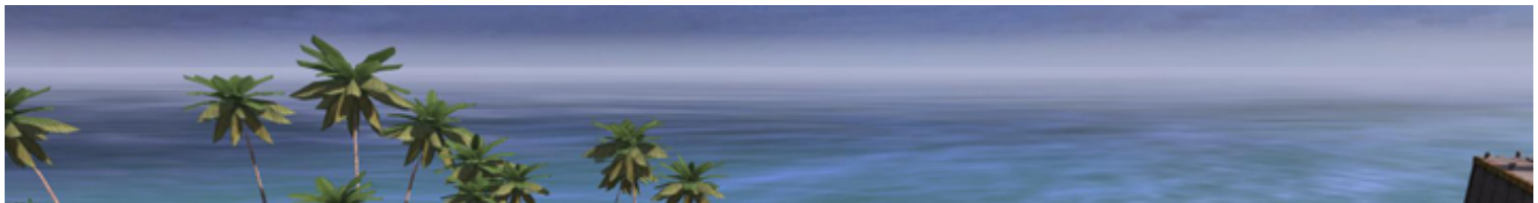
Base Construction Cost: $5,000
Upkeep: $6
Additional Costs: None
Work Modes: Normal Training (standard parameters); Special Ops Training (increased experience, reduces Job Quality by 15 percent)
Worker Requirements: Male, High School
Maximum Workers: 5 Policemen
Available Upgrades: None

The Police Station provides an essential service to the community. When you need to improve an area's Crime Safety rating, use this building to clean up the streets.

When you select a Police Station from the build menu, the crime overlay is automatically displayed. Place a Police Station near high-risk areas, but remember that it takes time to improve Crime Safety.

Police Stations lower the Liberty of an area, so consider leaving space for media outlets to counter their negative effects. You can mitigate the negative Liberty effect of police and military structures with the Sensitivity Training Edict.

Immigration Office



Base Construction Cost: $2,500
Upkeep: $8
Additional Costs: None
Work Modes: Open Doors (attracts more immigrants); Skilled Workers (attracts more High School and College educated immigrants); Tropico First (no immigration except for hired specialists); Love It or Leave It (encourages unhappy citizens to leave the island); No Emigration (emigration is forbidden)
Worker Requirements: Female, High School
Maximum Workers: 2 Bureaucrats
Available Upgrades: None

The Immigration Office allows you some control over the size of your population.

Whether you need more workers to sustain an expanding economy, or you're having trouble meeting the basic needs of your citizens, the Immigration Office is an indispensable tool.

The Immigration Office is fairly inexpensive, so try to construct one as soon as you've established your island's basic services.

Prison

Base Construction Cost: $3,000
Upkeep: $10
Additional Costs: None
Work Modes: Use Convict Labor (each prisoner generates $5 per month); Reeducation (Respect of all prisoners is raised by 20)
Worker Requirements: Male, High School
Maximum Workers: 2 Policemen
Available Upgrades: None

Without a Prison, you must either let crime go unpunished or suffer the consequences of public executions. Prisons allow you to remove citizens from the general population.

A fully-staffed prison can accommodate eight prisoners, so you may need multiple facilities if your population is particularly troublesome.

Depending on its work mode, a Prison allows you to reeducate criminals or earn a small profit for each arrested citizen.

Policemen will attempt to capture any criminal they find in the city, but you can select individual targets for arrest. You can mitigate the negative Liberty effect of police and military structures with the Sensitivity Training Edict.

Foreign Office

Base Construction Cost: $5,000
Upkeep: $16
Additional Costs: None
Work Modes: Neutral Policies (improves relations with Europe, China, and the Middle East); Pro-USSR (improves relations with the USSR, damages relations with the US); Pro-US (improves relations with the US, damages relations with the USSR
Worker Requirements: Female, High School
Maximum Workers: 3 Bureaucrats
Available Upgrades: None

The Foreign Office allows you to regulate your relations with various nations. It's not always possible to meet the demands of every nation, but the Foreign Office can help minimize the negative effects of unavoidable failures.

Warm foreign relations can generate foreign aid, improve export prices, and eventually lead to beneficial alliances.

Poor relations can result in costly embargoes and attempted invasions. If you find yourself making unpopular decisions, construct a Foreign Office to help maintain your island's safety.

The general rule of thumb is that the US and USSR can invade your island, everyone else can only glare at you disapprovingly.

wever, when diplomacy fails, a Nuclear Program is the best way to ensure the safety of your borders.

Fire Station

Base Construction Cost: $6,000
Upkeep: $5
Additional Costs: None
Work Modes: Cat-in-Tree (Housing Quality of nearby buildings increased by 10); Building Inspections (upkeep of nearby buildings is decreased); Special Training (Firemen gain experience twice as fast, Job Quality is lowered by 10)
Worker Requirements: Male, High School
Maximum Workers: 6 Firemen
Available Upgrades: None

First and foremost, a Fire Station helps protect the buildings of your island. Crops and buildings can catch fire due to long droughts and other disasters, and an established Fire Station can help minimize the resulting damage.

Depending on its work mode, a Fire Station can also improve various aspects of populated areas.

Whether you wish to improve the Housing Quality of nearby residences or decrease upkeep costs, Fire Stations can be extremely useful under any conditions.

On larger islands, it becomes more feasible to sprinkle these structures around as needed.

Guard Station

Base Construction Cost: $1,500
Upkeep: $5
Additional Costs: None
Work Modes: Normal Training (standard parameters); Special Ops Training (Soldiers gain experience faster, Job Quality drips by 15 percent)
Worker Requirements: Male, High School
Maximum Workers: 3 Soldiers
Available Upgrades: None

Guard Stations allow you to spread your army across the island. Citizens may not like having them near town, but well-placed Guard Stations ensure a quick response to rebel activities.

These buildings allow you to expand your military, but you must have a General available to command new soldiers. The Militarist faction will often demand new soldiers, and ample Guard Stations should allow you to meet their demands.

Try to place Guard Stations near all high priority targets and distant outposts. You can mitigate the negative Liberty effect of police and military structures with the Sensitivity Training Edict.

Armory

Base Construction Cost: $3,000
Upkeep: $10
Additional Costs: None
Work Modes: Normal Training (standard parameters); Special Ops Training (Generals gain experience faster, lowers Job Quality by 15 percent)
Worker Requirements: Male, College
Maximum Workers: 3 Generals
Available Upgrades: None

Each fully-staffed Armory keeps provides your army with three Generals. Generals are required to construct new Guard Stations, so you'll need multiple Armories if you hope to develop a strong military.

Citizens don't like having this imposing building near their homes, so consider placing it in a designated military area. You can mitigate the negative Liberty effect of police and military structures with the Sensitivity Training Edict.

Army Base

Base Construction Cost: $6,000
Upkeep: $30
Additional Costs: Blueprint ($6,000)
Work Modes: Normal Training (standard parameters); Special Ops Training (Generals gain experience faster, Job Quality dips by 15 percent)
Worker Requirements: Male, College
Maximum Workers: 3 Generals
Available Upgrades: None

An Army Base provides quality housing and healthcare for up to 15 soldiers and their families. Like the Armory, an Army Base allows you to bring new Generals into your military.

The Militarist faction will often request an Army Base, and its construction should help you meet their major demands.

The Army Base is the most efficient way to maintain a large military force, which makes it an essential tool for an unpopular leader.

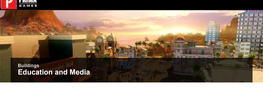
You can mitigate the negative Liberty effect of police and military structures with the Sensitivity Training Edict.

Nuclear Program

Base Construction Cost: $60,000
Upkeep: $100
Additional Costs: None
Work Modes: None
Worker Requirements: Male, College
Maximum Workers: 2 Professors
Available Upgrades: None

The Nuclear Program protects your island from foreign invaders, as long as your treasury has a positive balance.

Between its high costs, and the required Nuclear Power Plant, a Nuclear Program represents a significant investment.



Buildings
Education and Media

Grade School

Base Construction Cost: $4,000
Upkeep: $10
Additional Costs: None
Work Modes: Field Trips (children gain skill in a random profession), Youth Organization (some children become loyalists), Indoctrination (some children become more intelligent), Obedience Training (reduces the courage of some children)
Worker Requirements: Female, High School
Maximum Workers: 2 Teachers
Available Upgrades: None

The Grade School doesn't meet specific education requirements, but its work modes can affect your population in some very useful ways.

The Grade School isn't one of the Intellectual factions major demands, but its construction should help you maintain their Respect.

A fully-staffed Grade School can service up to 12 children, so a single facility is enough to meet the needs of most islands.

The Grade School allows you to increase the intelligence of some children, improve your prospective work force, or guide young Tropicans to various political factions.

Consider building a Grade School early in a mission to take full advantage of its effects.

Both the Grade School and High School require healthy amounts of real estate, so keep that in mind when considering where you place them for accessibility to your citizens.

Newspaper

Base Construction Cost: $5,000
Upkeep: $20
Additional Costs: Blueprint ($2,000)
Work Modes: Financial Times (increases the size and Respect of the Capitalist faction), Voice of the Worker (increases the size and Respect of the Communist faction), Solitado de Futuna (increases the size and Respect of the Militarist faction), The World of God (increases the size and Respect of the Religious faction), National Pride (increases the size and respect of the Nationalist faction), Coupons N'Store (generates revenue for each reader in the area)
Worker Requirements: Female, College
Maximum Workers: 3 Journalists
Available Upgrades: None

A Newspaper is the most basic media outlet you can establish on an island. When you select this structure from the build menu, the Liberty overlay automatically appears on the screen.

Place a Newspaper in oppressed areas to improve the Overall Happiness of nearby citizens. The Newspaper requires a moderate investment, but it has no Electricity requirements.

Its various work modes provide a good deal of flexibility, making the Newspaper a useful structure in any society.

High School

Base Construction Cost: $8,000
Upkeep: $30
Additional Costs: None
Work Modes: General Education (standard parameters), Parochial Education (slows education by 15 percent, some graduates may join the Religious faction), Military Education (slows education by 15 percent, some graduates may join the Militarist faction)
Worker Requirements: Female, High School
Maximum Workers: 6 Teachers
Available Upgrades: None

The High School is an essential building for every island. As your economy expands, you'll need High School graduates to serve as factory workers, soldiers, low-ranking bureaucrats, and more.

The High School satisfies one of the major demands of the Intellectual faction, so you'll usually be asked to build one fairly as your island develops.

A fully-staffed High school can accommodate up to 12 young Tropicans, but remember that not all students will manage to graduate.

To meet the needs of a developing economy, it's best to establish a High School early in a mission. To boost what a High School and College can do, consider passing the Literacy Program Edict.

Both the Grade School and High School require healthy amounts of real estate, so keep that in mind when considering where you place them for accessibility to your citizens.

Radio Station

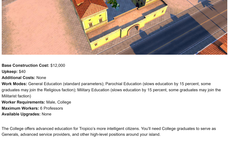
Base Construction Cost: $10,000
Upkeep: $33
Additional Costs: Blueprint ($6,000), Electricity (10MW)
Work Modes: Presidente, All Day (increases Respect of nearby citizens), Radio Free Tropico (increases Liberty of nearby citizens), Bubblegum Pop (generates revenue each month based on young Tropicans in the area), Baja Bachata (generates revenue each month based on uneducated Tropicans in the area), Opera (generates revenue each month based on College graduates in the area)
Worker Requirements: Female, College
Maximum Workers: 2 Journalists
Available Upgrades: None

The Radio Station improves the Liberty of nearby citizens. When you select the Radio Station from the build menu, the Liberty overlay automatically appears on your screen.

The Radio Station requires a connection to your Electrical grid, but it can be a very profitable structure under the proper conditions.

Use the Radio Station's various work modes to target specific demographics and maximize its effect on nearby citizens.

College



Base Construction Cost: $12,000
Upkeep: $40
Additional Costs: None
Work Modes: General Education (standard parameters), Parochial Education (slows education by 15 percent, some graduates may join the Religious faction), Military Education (slows education by 15 percent, some graduates may join the Militarist faction)
Worker Requirements: Male, College
Maximum Workers: 4 Professors
Available Upgrades: None

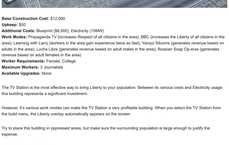
The College offers advanced education for Tropico's more intelligent citizens. You'll need College graduates to serve as Generals, advanced service providers, and other high-level positions around your island.

A fully-staffed College can service up to 16 Tropicans, but remember that not all students will manage to graduate.

The College satisfies one of the major demands of the Intellectual faction, and it reduces the need for foreign experts.

A College will help you meet many of the essential needs of your population, but it takes some time to educate your citizens. Try to establish a College before you create too many jobs for highly educated workers.

TV Station



Base Construction Cost: $12,000
Upkeep: $50
Additional Costs: Blueprint ($8,000), Electricity (15MW)
Work Modes: Propaganda TV (increases Respect of all citizens in the area), BBC (increases the Liberty of all citizens in the area), Learning with Larry (workers in the area gain experience twice as fast), Yanqui Sitcoms (generates revenue based on adults in the area), Lucha Libre (generates revenue based on adult males in the area), Russian Soap Op-eras (generates revenue based on adult females in the area)
Worker Requirements: Female, College
Maximum Workers: 3 Journalists
Available Upgrades: None

The TV Station is the most effective way to bring Liberty to your population. Between its various costs and Electricity usage, this building represents a significant investment.

However, it's various work modes can make the TV Station a very profitable building. When you select the TV Station from the build menu, the Liberty overlay automatically appears on the screen.

Try to place this building in oppressed areas, but make sure the surrounding population is large enough to justify the expense.

Academy of Science

Base Construction Cost: $7,500
Upkeep: $30
Additional Costs: None
Work Modes: Theoretical Research (standard parameters), Educational Standards (less intelligent citizens may graduate, upkeep is doubled), Research Grants (the cost of all blueprints is decreased)
Worker Requirements: Male, College
Maximum Workers: 4 Professors
Available Upgrades: None

The Academy of Science generates stores of El Presidente, which makes this building particularly important for any administration that inspires frequent assassination attempts.

Use its various work modes to minimize the building's upkeep, increase the number of graduating students, or reduce the costs of blueprints required for advanced structures.

The Academy of Science affects the entire island, so it can be placed in virtually any convenient location.

Radar Dish

Base Construction Cost: $5,000
Upkeep: $20
Additional Costs: Blueprint ($3,000)
Work Modes: Spy Network (conducts subversive activities), Search for Aliens (increases Intellectual faction Respect by 1% each Radar Dish), Sell Spy Information (generates annual revenue based on information quality)
Worker Requirements: Male, College
Maximum Workers: 1 Professor
Available Upgrades: None

A Radar Dish allows you to monitor various broadcasts around the island.

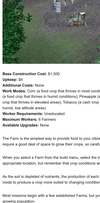
The Radar Dish is a particularly effective tool in stifling rebel activities, but it can also be used to generate significant profits or improve your relationship with the Intellectual faction.

A Radar Dish can only perform one function at a time, so consider constructing multiple dishes if your economy can support them.

Buildings

Food and Resources

Farm



Base Construction Cost: $1,500
Upkeep: $2
Additional Costs: None
Work Modes: Corn (a food crop that thrives in most conditions); Banana (a food crop that thrives in elevated areas); Papaya (a food crop that thrives in humid conditions); Pineapple (a food crop that thrives in humid, elevated areas); Coffee (a cash crop that thrives in elevated areas); Tobacco (a cash crop that thrives in elevated areas); Sugar (a cash crop that thrives in humid, low altitude areas)
Worker Requirements: Male, uneducated
Maximum Workers: 5 Farmers
Available Upgrades: None

The Farm is the simplest way to provide food to your citizens, but it can also be used to produce profitable exports. Farms require a good deal of space to grow their crops, so careful planning is required to ensure successful harvests.

When you select a Farm from the build menu, select the intended crop to display the pertinent overlay. Place each Farm in an appropriate location, but remember that crop conditions will change over time.

As the soil is depleted of nutrients, the production of each Farm drops off. Relocate struggling Farms, or select a new work mode to produce a crop more suited to changing conditions.

Most missions begin with a few established Farms, but you'll generally need to build several more to keep pace with a growing population.

Farms take several months to yield viable crops, so try to build several of them at the start of each mission.

Mine

Base Construction Cost: $3,000
Upkeep: $10
Additional Costs: None
Work Modes: All Resources (harvests all nearby metals); Iron (harvests nearby iron deposits); Bauxite (harvests all nearby bauxite deposits); Gold (harvests all nearby gold deposits)
Worker Requirements: Male, uneducated
Maximum Workers: 5 Miners
Available Upgrades: Crusher ($1,500, 5MW) increases bauxite production by 15 percent and iron production by 30 percent; Excavator ($2,000, 10MW) increases iron production by 40 percent; Screener ($2,000, 10MW) increases gold production by 20 percent and bauxite and iron production by 10 percent

The Mine is one of the most profitable investments available to an underdeveloped nation. When an island has untapped metal deposits, construct a few mines to turn available resources into essential capital.

In the early stages of a mission, use Mines to gather resources for export. As your economy develops, your Mines can feed raw materials to various factories.

When you select a Mine from the build menu, use the respective overlays to find the desired metals. Deposits deplete over time, so consider upgrading each Mine to make the most of your island's resources.

Environmentalists will demand you shut them down, but you may find Mines to be your best option in a struggling economy.

Ranch

Base Construction Cost: $750
Upkeep: $2
Additional Costs: None
Work Modes: Cattle (produces profitable beef); Goats (uses more adaptable goats to produce less profitable goat cheese); Llamas (uses quickly maturing llamas to produce low-profit llama wool)
Worker Requirements: Male, uneducated
Maximum Workers: 3 Farmers
Available Upgrades: Smoke House ($2,000) produces more profitable smoked beef

Construct Ranches to add variety to your food supplies or to exploit global demand for specialty products. Like Farms, Ranches require undeveloped land to support their production.

When you select the Ranch from the build menu, use the respective overlays to find the appropriate locations for the desired production, but try to place them away from populated areas.

The Ranch is fairly inexpensive, but it requires a great deal of land to maintain sufficient production.

Salt Mine

Base Construction Cost: $3,000
Upkeep: $5
Additional Costs: None
Work Modes: None
Worker Requirements: Male, uneducated
Maximum Workers: 4 Miners
Available Upgrades: None

The Salt Mine allows you to take advantage of another common resource. When you select the Salt Mine from the build menu, the salt overlay automatically appears.

Place the Salt Mine on a marked deposit to begin harvesting this potentially profitable commodity.

Fisherman's Wharf

Base Construction Cost: $3,000
Upkeep: $10
Additional Costs: None
Work Modes: Clean Waste Disposal (minimizes pollution); Back to the Sea (reduces upkeep by 50 percent, increases upkeep by 50 percent)
Worker Requirements: Male, uneducated
Maximum Workers: 5 Fishermen
Available Upgrades: None

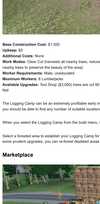
Use the Fisherman's Wharf to supplement your island's food production. When you select the Fisherman's Wharf from the build menu, the fishing overlay automatically appears.

Place the building near rich fishing grounds to help feed your citizens, or to export gathered fish to foreign countries. Fishing yields a usable product almost immediately.

If an island has suitable waters, consider building at least one Fisherman's Wharf when the mission starts. Fishing quality changes over time, so you may need to relocate your fishing operations as you progress through a mission.

Remember that the wharf does not actually connect to any roads, so for fish to get to market quicker, you will want a harvester's close by.

Logging Camp



Base Construction Cost: $1,500
Upkeep: $7
Additional Costs: None
Work Modes: Cut (harvests all nearby trees, reduces the beauty of the area); Selective Harvest (harvests half of the nearby trees to preserve the beauty of the area)
Worker Requirements: Male, uneducated
Maximum Workers: 8 Lumberjacks
Available Upgrades: Tool Shop ($3,000) trees are cut 50 percent faster; Horticulture Station ($1,500) trees regrow twice as fast

The Logging Camp can be an extremely profitable early investment. Undeveloped islands typically have ample forests, so you should be able to find any number of suitable locations for a logging operation.

When you select the Logging Camp from the build menu, the logging overlay automatically appears on your screen.

Select a forested area to establish your Logging Camp for a generally reliable source of income. With careful planning and some prudent upgrades, you can re-forest depleted areas for prolonged logging operations.

Marketplace

Base Construction Cost: $500
Upkeep: $1
Additional Costs: None
Work Modes: None
Worker Requirements: Female, uneducated
Maximum Workers: 1 Shopper
Available Upgrades: None

The Marketplace allows you to effectively distribute food throughout your island. Citizens who live near food production can collect their meals directly from the source, but Marketplaces ensure that all Tropicans have access to this essential service.

You must build Marketplaces near any residences that lack an adequate food supply. Droughts, worker strikes, and population booms can all lead to food shortages, but properly located Marketplaces can minimize the impact of unexpected nightly problems.

If you can't meet the food demands of your people, allow your Marketplaces to import emergency provisions until you manage to increase production to appropriate levels.

Oil Well

Base Construction Cost: $6,000
Upkeep: $15
Additional Costs: None
Work Modes: None
Worker Requirements: Female, College
Maximum Workers: 2 Engineers
Available Upgrades: None

Oil Wells allow you to harvest any oil deposits that might be available on your island. Depending on the global market, crude oil can be very profitable.

However, Oil Wells require educated workers, so oil production may not be an option in the early stages of a mission. If you choose to export crude oil, it can damage your relations with the Middle East.

Still, Oil Wells can be a valuable tool in maintaining a strong economy.

Horticulture Station

Base Construction Cost: $3,000
Upkeep: $10
Additional Costs: Blueprint ($1,000)
Work Modes: Reforestation (planted trees grow faster); Organic Agriculture (increases the export price of papaya, pineapple, and banana); GMC (corn yields double if the island has an Academy of Science)
Worker Requirements: Male, College
Maximum Workers: 4 Professors
Available Upgrades: None

The Horticulture Station is a useful building for almost any economy. On its own, the Horticulture Station can help reforest depleted areas or boost the export prices of cultivated fruits.

When combined with an Academy of Science, the Horticulture Station can be used to double the amount of corn harvested from existing Farms.

This facility requires significant up-keep and an educated workforce, but the potential profits make it a useful addition to several production chains.

Buildings
Industry

Lumber Mill

Base Construction Cost: $1,000
Upkeep: $16
Additional Costs: Blueprint ($1,000)
Work Modes: Sweat Shop (standard parameters); Easy-Does-It (increases Job Quality by 10; shortens work time by 25 percent)
Worker Requirements: High School
Maximum Workers: 5 Factory Workers
Available Upgrades: Sawdust Burner ($2,000) reduces pollution by 50 percent; Power Saw ($2,000, 10MW) increases production by 25 percent; Log Debarker ($3,000, 5 MW) increases production by 25 percent but consumes 10 percent more raw materials

The Lumber Mill processes harvested logs into more versatile lumber. Construct a Lumber Mill to process lumber for export, or to provide materials for a Furniture Factory.

It's best to establish a thriving logging industry before you construct a Lumber Mill, but members of the Environmentalist faction will disapprove of your efforts.

Depending on your island's needs, you may wish to rely on imports to meet your lumber needs, but a properly managed Lumber Mill can be quite profitable.

Furniture Factory

Base Construction Cost: $15,000
Upkeep: $42
Additional Costs: Blueprint ($9,000)
Work Modes: Sweat Shop (standard parameters); Easy-Does-It (increases Job Quality by 10; shortens work time by 25 percent)
Worker Requirements: High School
Maximum Workers: 8 Factory Workers
Available Upgrades: Machining Center ($8,000, 15MW) increases production by 20 percent; Exhaust Fans ($5,000, 5MW) increases Job Quality by 20 percent; production by 10 percent, and pollution by 50 percent

The Furniture Factory processes lumber into furniture. As with all factories, the Furniture Factory is most profitable when your island can produce the required materials.

It's best to establish Logging Camps and a Lumber Mill before you construct a Furniture Factory, but imports can help you meet foreign requests for furniture with minimal investment.

Rum Distillery

Base Construction Cost: $15,000
Upkeep: $73
Additional Costs: Blueprint ($5,000)
Work Modes: Sweat Shop (standard parameters); Easy-Does-It (increases Job Quality by 10; shortens work time by 25 percent)
Worker Requirements: High School
Maximum Workers: 12 Factory Workers
Available Upgrades: Flavoring Barrels ($10,000) produces more profitable spiced rum; Mulching Machinery ($10,000, 15MW) increases production by 25 percent

The Rum Distillery processes sugar into rum. As with all factories, the Rum Distillery is most profitable when your island can produce the required materials.

It's best to establish steady sugar production before you construct a Rum Distillery, but imports can help you maintain operations when soil conditions or natural disasters disrupt your supply line.

Cigar Factory

Base Construction Cost: $10,000
Upkeep: $52
Additional Costs: Blueprint ($8,000)
Work Modes: Sweat Shop (standard parameters); Easy-Does-It (increases Job Quality by 10; shortens work time by 25 percent)
Worker Requirements: High School
Maximum Workers: 8 Factory Workers
Available Upgrades: Climate Control ($6,000, 5MW) reduces required raw materials by 20 percent; Auto Roller ($12,000, 10MW) increases production by 50 percent, but lowers the price of each cigar

The Cigar Factory processes tobacco into cigars. As with all factories, the Cigar Factory is most profitable when your island can produce the required materials.

It's best to establish steady tobacco production before you construct a Cigar Factory, but imports can help you maintain operations when soil conditions or natural disasters disrupt your supply line.

Jewelry Factory

Base Construction Cost: $13,000
Upkeep: $43
Additional Costs: Blueprint ($8,000)
Work Modes: Sweat Shop (standard parameters); Easy-Does-It (increases Job Quality by 10; shortens work time by 25 percent)
Worker Requirements: High School
Maximum Workers: 8 Factory Workers
Available Upgrades: Skylights ($3,000) increases Job Quality by 10; Jeweler's Guild ($5,000) works gain experience 50 percent faster; Finishing Shop ($16,000, 10MW) produces more expensive fine jewelry

The Jewelry Factory processes gold into jewelry. As with all factories, the Jewelry Factory is most profitable when your island can produce the required materials.

It's best to establish Mines near gold deposits before you construct a Jewelry Factory, but imports can help you maintain operations when deposits have been depleted or the supply line is compromised.

Cannery

Base Construction Cost: $13,000
Upkeep: $50
Additional Costs: Blueprint ($4,000)
Work Modes: Sweat Shop (standard parameters); Easy-Does-It (increases Job Quality by 10; shortens work time by 25 percent)
Worker Requirements: High School
Maximum Workers: 8 Factory Workers
Available Upgrades: Packing House ($3,000) increases production by 25 percent; Flash Freezer ($3,500, 10MW) produces more expensive freeze-dried coffee

The Cannery processes fish, coffee, and pineapple into more profitable commodities. As with all factories, the Cannery is most profitable when your island can produce the required materials.

It's best to establish fishing or farming industries before you construct a Cannery, but imports can help you maintain operations when you experience problems with your supply line.

Chemical Plant

Base Construction Cost: $12,000
Upkeep: $60
Additional Costs: Blueprint ($4,000)
Work Modes: Sweat Shop (standard parameters); Easy-Does-It (increases Job Quality by 10; shortens work time by 25 percent)
Worker Requirements: High School
Maximum Workers: 8 Factory Workers
Available Upgrades: Medicine Production ($7,500, 15MW) improves Service Quality of Clinics and Hospitals by 20; Nutrient Additives Production ($10,000, 5MW) increases the price of produced chemicals

The Chemical Plant requires no materials, but only one can be placed on each island. Chemicals can be sold for a nice profit, but the Nutrient Additives Production upgrade allows you to produce a more much more expensive commodity.

The With the Medicine Production upgrade, a Chemical Plant improves the Service Quality of all healthcare facilities, which makes this building an appealing alternative to excessive Clinic or Hospital construction.

Oil Refinery

Base Construction Cost: $15,000
Upkeep: $60
Additional Costs: Blueprint ($4,000)
Work Modes: Export All (exports all of and all products); Without Petrol (prevents oil exports and stops production when storage is full)
Worker Requirements: Female, College Maximum Workers: 4 Engineers
Available Upgrades: Echo Storage ($8,000) increases storage capacity by 5,000; Wastewater Treatment ($5,000, 5MW) pollution is decreased by 25 percent

The Oil Refinery processes crude oil into oil products. Additionally this seaside structure can harvest crude oil from nearby offshore deposits.

An upgraded Oil Refinery creates a massive amount of pollution, so consider taking steps to preserve the environment. Echo Storage Tanks, Echo, and the Wastewater Treatment upgrade can minimize the negative effects of this extremely profitable building.

Unlike most industrial buildings, the Oil Refinery can withhold exports without halting production. Use the facility's tanks to store oil products when global demand is down, then resume exports when the market offers better prices.

Weapons Factory

Base Construction Cost: $15,000
Upkeep: $42
Additional Costs: Blueprint ($6,000)
Work Modes: Assault Rifles (relations with the US and USSR are lowered by 5); Handguns (production is lowered by 10 percent); Landmines (production is increased by 10 percent, but relations with the US and USSR are lowered by 10)
Worker Requirements: High School
Maximum Workers: 7 Factory Workers
Available Upgrades: Pressurized Storage Tanks ($5,000) increases Job Quality by 10 percent; Restricted Access ($7,000) reduces the impact on foreign relations by 50 percent; Heavy Machinery ($10,000, 10MW) increases production by 20 percent

The Weapons Factory processes iron into weapons. Weapon production damages relations with foreign superpowers, but the Restricted Access upgrade can reduce this effect.

As with all factories, the Weapons Factory is most profitable when your island can produce the required materials.

It's best to establish Iron Mines before you construct a Weapons Factory but imports can help you maintain operations when soil conditions or natural disasters disrupt your supply line.

Buildings
Infrastructure

Road

Base Construction Cost: $20 per 50 meters
Upkeep: None
Additional Costs: None
Work Modes: None
Worker Requirements: None
Maximum Workers: None
Available Upgrades: None

Roads reduce the time it takes for your people to move around the island. A well-planned network of roads ensures easy access to service buildings and speeds delivery of goods for use or export.

Many buildings can connect directly to your transportation network, but nearly every structure benefits from road access.

Rough terrain and sharp turns can limit your options for placing roads, so it's best to ensure proper placement before you construct new buildings in remote areas.

For buildings that do connect to roads, you can use that driveway to squeeze structures into tight spaces with intelligent road construction.

Teamster’s Office

Base Construction Cost: $2,000
Upkeep: $6
Additional Costs: None
Work Modes: Sweat Shop (standard parameters); Easy-Does-It (increases Job Quality by 10, shortens work time by 25 percent)
Worker Requirements: Male, uneducated
Maximum Workers: 6 Teamsters
Available Upgrades: None

The Teamster’s Office is essential to maintaining the flow of goods and materials through your island.

A single Teamster’s Office is typically provided at the start of a mission, but you’ll generally need to build more to accommodate your expanding economy.

Consider Placing a Teamster’s Office near each major production area to ensure efficient delivery of supplies and commodities.

Otherwise, factory workers will deliver the goods themselves, and this can slow down your economy if they aren’t busy making the goods in the first place.

Garage

Base Construction Cost: $2,500
Upkeep: $5
Additional Costs: None
Work Modes: None
Worker Requirements: Male, uneducated
Maximum Workers: 2 Teamsters
Available Upgrades: None

The Garage provides vehicles to citizens and tourists. Each Garage offers a one-way trip to any point along a connected road. Place a Garage near vital services and profitable buildings to increase the flow of visitors and workers.

Initially, the Garage is an unprofitable building, but the increased efficiency it provides is invaluable to your economy.

Additionally, the Teamsters required to operate each Garage can assist in the distribution and collection of goods, which can reduce the need for additional Teamster's Offices.

Populated areas often require multiple Garages to meet transportation demands, so it's important to monitor Garage usage as your cities expand. Be careful where you do place Garages however!

If you place them at major road intersections, you can cause traffic jams that slow down your citizens as they travel through the island.

Construction Office

Base Construction Cost: $2,000
Upkeep: $3
Additional Costs: None
Work Modes: Sweat Shop (standard parameters); Easy-Does-It (increases Job Quality by 10, shortens work time by 25 percent)
Worker Requirements: Uneducated
Maximum Workers: 8 Construction Workers
Available Upgrades: None

The Construction Office provides the builders needed to develop your island. When you place a new building, your builders will move from the Construction Office to the work site.

Consider building additional Construction Offices when you develop each area of your island. A good rule of thumb is to build a Construction Office near where you want to heavily expand.

Dock

Base Construction Cost: $4,000
Upkeep: $6
Additional Costs: Blueprint ($2,000)
Work Modes: None
Worker Requirements: Male, uneducated
Maximum Workers: 4 Dockworkers

Available Upgrades: None

All imports, exports, and immigrants move through the Dock. A single Dock is typically provided at the start of each mission, but you may need to construct additional Docks to accommodate import needs and maximize trade profits.

Visiting ships must be serviced by dockworkers, so worker strikes and shortages can destroy a promising economy. Make sure existing Docks are running smoothly before you construct more of them on your island.

It is important to remember that docks are almost always far away from your starting point, so the workers must travel farther to get to work.

Consider enticing the Dock workers to live closer to work with good and affordable housing nearby the Dock.

Garbage Dump

Base Construction Cost: $5,000
Upkeep: $50
Additional Costs: None
Work Modes: Local Garbage (standard parameters); Imported Garbage (generates $200 per month, but lowers Environmentalist faction Respect); Recycling (doubles upkeep, but improves Environmentalist faction Respect)
Worker Requirements: Male, uneducated
Maximum Workers: 2 Garbage Men
Available Upgrades: High-Temperature Burner ($2,000) the Garbage Dump generates less pollution; Garbage Compactor ($3,000, 5MW) further reduces pollution in the nearby area

The Garbage Dump reduces the pollution of a large area. When you select the Garbage Dump from the build menu, the pollution overlay automatically appears.

Use the Garbage Dump to improve polluted areas, but remember that it takes time to do its work.

The Environmentalist faction demands sufficient Garbage Dumps on each island, so consider reserving an appropriate spot near all urban, industrial, and agricultural areas.

Wind Turbine

Base Construction Cost: $6,000
Upkeep: $150
Additional Costs: Blueprint ($4,000)
Work Modes: None
Worker Requirements: None
Maximum Workers: None
Available Upgrades: None

Wind Turbines offer a clean, but expensive, source of Electricity. Each Wind Turbine generates Electricity based on its elevation, so its best to place them on high ground.

Wind Turbines don’t require any workers, so they can be extremely helpful during unexpected energy shortages. When you select the Wind Turbine from the build menu, the electricity overlay automatically appears.

Whether you wish to power a remote facility or supplement your existing Electrical grid, Wind Turbines can be a great help to islands that can support them.

Despite their high upkeep, Wind Turbines offer a viable alternative for environmentally conscious leaders.

The nice thing about Wind Turbines is their size allows them to be placed with greater ease, and if you are willing to set aside land on high ground, a cluster of Wind Turbines, combined with Electric Substations, can stretch a clean energy grid across the whole island.

Power Plant

Base Construction Cost: $17,000
Upkeep: $56
Additional Costs: None
Work Modes: Coal (standard parameters); Natural Gas (doubles upkeep, reduces pollution by 50 percent)
Worker Requirements: Female, College
Maximum Workers: 8 Engineers
Available Upgrades: None

The Power Plant is the most efficient way to establish a large Electrical grid. These large buildings can do serious damage to the environment, but most advanced or upgraded structures need an adequate power supply.

Modernized nations may require multiple Power Plants, so it's important to monitor Electricity usage each time you connect a new building to the grid.

Electric Substation

Base Construction Cost: $2,000
Upkeep: $6
Additional Costs: None
Work Modes: None
Worker Requirements: None
Maximum Workers: None
Available Upgrades: None

The Electric Substation expands the range of your Electrical grid. Place Electric Substations at the edge of your grid to bring Electricity to remote areas.

Substations don't generate additional power, so it's best to ensure an adequate Electricity supply before you increase the size of your grid.

Nuclear Power Plant

Base Construction Cost: $40,000
Upkeep: $100
Additional Costs: Imported uranium
Work Modes: Produce Electricity (standard parameters); Enrich Uranium (eliminates upkeep costs for a Nuclear Program, but the plant produces less Electricity)
Worker Requirements: Male, College
Maximum Workers: 4 Professors
Available Upgrades: None

The Nuclear Power Plant converts imported uranium into massive amounts Electricity. In its standard work mode, a single Nuclear Power Plant provides enough power to meet the needs of most islands.

The Nuclear Power Plant also allows you to develop a Nuclear Program, which makes this building an important part of national defense.

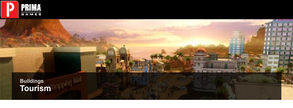
If your decisions tend to anger foreign superpowers, consider investing in a Nuclear Power Plant when your economy can support it.

Demolish

Base Construction Cost: None
Upkeep: None
Additional Costs: None
Work Modes: None
Worker Requirements: None
Maximum Workers: None
Available Upgrades: None

The demolish function allows you to destroy existing buildings. There's no cost associated with demolition, but you must wait for an available builder to detonate the charges.

Use the demolition function to remove outdated or unpopular buildings from your economy.



Buildings
Tourism

Tourist Dock

Base Construction Cost: $1,000
Upkeep: $0
Additional Costs: None
Work Modes: None
Worker Requirements: Male, uneducated
Maximum Workers: 2 Dockworkers
Available Upgrades: None

The Tourist Dock allows large groups of tourists to visit your island. A large tourism industry may need to require multiple Tourist Docks to maintain a steady flow of visitors.

The Tourist Dock is inexpensive and effective, but it doesn't offer any upgrades or work modes. Unsatisfied visitors will lower your Tourism Rating, so be sure you can afford accommodations and attractions before you place one on your island.

The important thing about the Tourist Dock is it allows you to call in a Luxury Liner.

Motel

Base Construction Cost: $3,000
Upkeep: $10
Additional Costs: None
Work Modes: Auto 100% Occupancy (adjusts fees to promote 100 percent occupancy); Auto 75% Occupancy (adjusts fees to promote 75 percent occupancy); Auto 50% Occupancy (adjust fees to promote 50 percent occupancy); Manual Fee (allows you to set your own fees)
Worker Requirements: Female, uneducated
Maximum Workers: 2 Maids
Available Upgrades: None

The Motel provides basic lodging for up to 5 tourist families. Motels aren't very profitable on their own, but they're very useful in establishing a stable tourism industry. Tourists are more likely to use services near their accommodations.

Try to place Motels near attractions that appeal to families and low-class tourists, such as Pools, Aqua Parks, Rollercoasters, and Ferris Wheels. Like all tourist buildings, Motels should be placed in beautiful areas.

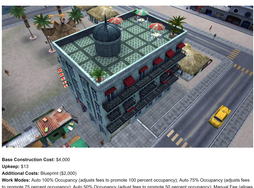
Bungalow

Base Construction Cost: $1,500
Upkeep: $5
Additional Costs: None
Work Modes: Auto 100% Occupancy (adjusts fees to promote 100 percent occupancy); Manual Fee (allows you to set your own fees)
Worker Requirements: Female, uneducated
Maximum Workers: 1 Maid
Available Upgrades: None

The Bungalow provides comfortable lodgings for a single tourist family. The Bungalow's upkeep is fairly low, but each structure requires its own worker.

Bungalows may not be the most profitable of tourist accommodations, but their Service Quality is sufficient to satisfy most tourists. Like all tourist buildings, Bungalows should be placed in beautiful areas.

Hotel



Base Construction Cost: $4,000
Upkeep: $13
Additional Costs: Blueprint ($2,000)
Work Modes: Auto 100% Occupancy (adjusts fees to promote 100 percent occupancy); Auto 75% Occupancy (adjusts fees to promote 75 percent occupancy); Auto 50% Occupancy (adjust fees to promote 50 percent occupancy); Manual Fee (allows you to set your own fees)
Worker Requirements: Female, uneducated
Maximum Workers: 3 Maids
Available Upgrades: None

The Hotel provides basic lodging for up to six tourist families. Hotels can accommodate all tourists, but high-class visitors may not be satisfied with the Service Quality.

Like Motels, Hotels are most useful near attractions that appeal to low-class tourists and children. Like all tourist buildings, Hotels should be placed in beautiful areas.

Beach Villa

Base Construction Cost: $1,500
Upkeep: $5
Additional Costs: Blueprint ($1,000)
Work Modes: Auto 100% Occupancy (adjusts fees to promote 100 percent occupancy); Auto 50% Occupancy (adjust fees to promote 50 percent occupancy); Manual Fee (allows you to set your own fees)
Worker Requirements: Female, uneducated
Maximum Workers: 1 Maid
Available Upgrades: None

The Beach Villa provides luxurious accommodations for up to two families. Only high-class tourists can afford to stay in Beach Villas, so it's best to ensure you have appropriate attractions nearby.

Beach Villas must be located near the water, so careful planning is essential if you hope to use these impressive buildings to expand your tourist industry. Like all tourist buildings, Beach Villas should be placed in beautiful areas.

Luxury Hotel

Base Construction Cost: $6,000
Upkeep: $40
Additional Costs: Blueprint ($4,000, 15MW)
Work Modes: Auto 100% Occupancy (adjusts fees to promote 100 percent occupancy); Auto 75% Occupancy (adjusts fees to promote 75 percent occupancy); Auto 50% Occupancy (adjust fees to promote 50 percent occupancy); Manual Fee (allows you to set your own fees)
Worker Requirements: Female, uneducated
Maximum Workers: 6 Maids
Available Upgrades: None

The Luxury Hotel provides comfortable lodgings for up to 10 tourist families. Between its high upkeep, Electricity usage, and considerable workforce, a Luxury Hotel must be carefully managed to ensure it's profitability.

As its staff gains experience, a Luxury Hotel can satisfy virtually all visitors. These accommodations are most useful near high-class attractions, such as Spas, Marinas, and Luxury Liners.

Like all tourist buildings, Luxury Hotels should be placed in beautiful areas.

Airport

Base Construction Cost: $24,000
Upkeep: $50
Additional Costs: None
Work Modes: Coach Service (accommodates all tourists); First Class Service (doubles ticket fees, increases upkeep by 20 percent, and increases passengers by 30 percent)
Worker Requirements: Female, College
Maximum Workers: 2 Engineers
Available Upgrades: Control Tower ($8,000, 10MW) 20 percent more passengers arrive by plane; Enhanced Terminal ($5,000) attracts 40 percent more wealthy tourists by plane

The Airport provides an alternate method of transporting tourists to Tropico. The Airport is considerably more costly than the Tourist Dock, but it allows you some control over the class of tourist you allow on your island.

The Airport is particularly useful when you prefer to reserve your beaches for industrial use. The Airport is a significant investment, so its best to construct one after you've established a strong economy or high Tourism Rating.

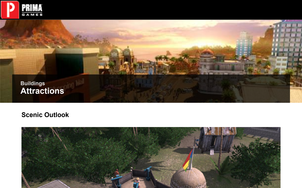
Skyscraper Hotel

Base Construction Cost: $16,000
Upkeep: $30
Additional Costs: Electricity (30MW)
Work Modes: Auto 100% Occupancy (adjusts fees to promote 100 percent occupancy); Auto 75% Occupancy (adjusts fees to promote 75 percent occupancy); Auto 50% Occupancy (adjust fees to promote 50 percent occupancy); Manual Fee (allows you to set your own fees)
Worker Requirements: Female, uneducated
Maximum Workers: 8 Maids
Available Upgrades: None

The Skyscraper Hotel provides luxurious accommodations for up to 16 families. Only one of these prestigious buildings can be constructed on each island.

Despite its considerable expense, the Skyscraper Hotel can be extremely profitable. This building can accommodate all tourist types, and it will generally be very popular among your visitors.

Like all tourist buildings, Skyscraper Hotels should be placed in beautiful areas.



Buildings
Attractions

Scenic Outlook

Base Construction Cost: $1,000
Upkeep: $3
Additional Costs: None
Work Modes: Mimeographed Handout (standard parameters); Four-Color Brochure (doubles upkeep and improves Service Quality by 20 percent)
Worker Requirements: None
Maximum Workers: None
Available Upgrades: None

The Scenic Outlook is a low-cost attraction for all types of tourists. This structure requires no workers, making them particularly useful in remote areas.

Scenic Outlooks can service up to 6 visitors at a time. Like all tourist buildings, Scenic Outlooks should be placed in beautiful areas.

Tour Office

Base Construction Cost: $1,750
Upkeep: $10
Additional Costs: None
Work Modes: Mimeographed Handout (standard parameters); Four-Color Brochure (doubles upkeep and improves Service Quality by 20 percent)
Worker Requirements: Male, uneducated
Maximum Workers: 4 Attendants
Available Upgrades: None

The Tour Office is a low-cost attraction that appeals to eco-tourists. Only one Tour Office can be built on each island, but its an effective way to lead tourists to any ruins or special attractions that may be available in remote areas.

A fully-staffed Tour Office can service up to eight visitors at a time. After you construct a Tour Office, use its flag to mark the destination for each guided tour.

Souvenir Shop

Base Construction Cost: $1,250
Upkeep: $4
Additional Costs: None
Work Modes: T-Shirts (standard parameters); Arts & Crafts (improves Service Quality by 20 percent, but the building only serves eco-tourists and wealthy tourists)
Worker Requirements: Female, High School
Maximum Workers: 2 Shopkeepers
Available Upgrades: None

The Souvenir Shop provides a minor distraction for your tourists. Souvenir Shops work best when built near popular attractions, but they can be fairly profitable in any tourist area.

Like all tourist buildings, Souvenir Shops should be placed in beautiful areas.

Cocktail Bar

Base Construction Cost: $4,000
Upkeep: $10
Additional Costs: None
Work Modes: Planter's Punch (serves low-class tourists and farmers); Screwdriver (serves middle-class tourists and factory workers); El Presidente (serves all tourists)
Worker Requirements: Uneducated
Maximum Workers: 4 Natives
Available Upgrades: None

The Cocktail Bar provides a moderate distraction for both Tropicans and tourists. A fully-staffed Cocktail Bar can service up to eight visitors at a time.

Its generally best to ensure at least one Cocktail Bar is available in each tourist area. Its various work modes can cater to different visitors, but this building can be fairly profitable in most circumstances.

Like all tourist buildings, Cocktail Bars should be placed in beautiful areas.

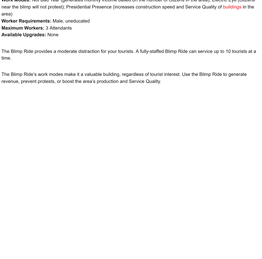
Beach Site

Base Construction Cost: $1,500
Upkeep: $1
Additional Costs: None
Work Modes: No Dress Code (default parameters), Upscale Dress Code (improves Service Quality by 20 percent, serves eco-tourists and wealthy tourists)
Worker Requirements: Male, uneducated
Maximum Workers: 1 Attendant
Available Upgrades: None

The Beach Site provides a moderate distraction for your tourists. This low-cost attraction can service up to 10 visitors at a time, and it should generally be one of your first investments when establishing an island's tourism industry.

The Beach Site has minimal upkeep and only requires a single employee, but it must be placed along your coastline.

Balloon Ride



Base Construction Cost: $5,000
Upkeep: $50
Additional Costs: None
Work Modes: None
Worker Requirements: Male, uneducated
Maximum Workers: 2 Attendants
Available Upgrades: Tourist Balloon ($1,000) increases the number of tourists the building can service; Hola-Cola Balloon ($2,500) eliminates upkeep for the Balloon Ride; Propaganda Balloon ($5,000) provides a small chance of converting nearby citizens to the Loyalist faction

The Balloon Ride provides a moderate distraction for your tourists. In its standard state, a fully-staffed Balloon Ride can service up to four visitors at a time. Consider investing in available upgrades as soon as you build this attraction.

A fully-upgraded Balloon Ride can service twice as many visitors, has no upkeep cost, and can increase the size of the Loyalist faction.

Ethnic Enclave

Base Construction Cost: $4,500
Upkeep: $20
Additional Costs: None
Work Modes: None
Worker Requirements: Uneducated
Maximum Workers: 4 Natives
Available Upgrades: None

The Ethnic Enclave provides a fairly effective distraction for most tourists. The Ethnic Enclave may lack the broad appeal of other attractions, but it can be a major draw for eco-tourists.

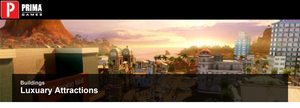
A fully-staffed Ethnic Enclave can service up to 16 visitors at a time, so it's best to ensure you can attract sufficient tourists to the area. Like all tourist buildings, Ethnic Enclaves should be placed in beautiful areas.

Blimp Ride

Base Construction Cost: $4,000
Upkeep: $30
Additional Costs: None
Work Modes: Not Bad Year (generates monthly income based on the number of citizens in the area); Electric Eye (citizens near the blimp will not protest); Presidential Presence (increases construction speed and Service Quality of buildings in the area)
Worker Requirements: Male, uneducated
Maximum Workers: 3 Attendants
Available Upgrades: None

The Blimp Ride provides a moderate distraction for your tourists. A fully-staffed Blimp Ride can service up to 10 tourists at a time.

The Blimp Ride's work modes make it a valuable building, regardless of tourist interest. Use the Blimp Ride to generate revenue, prevent protests, or boost the area's production and Service Quality.



Buildings

Luxury Attractions

Pool

Base Construction Cost: $6,000
Upkeep: $15
Additional Costs: None
Work Modes: No Dress Code (default parameters), Upscale Dress Code (improves Service Quality by 20 percent, serves eco-tourists and wealthy tourists)
Worker Requirements: Male, uneducated
Maximum Workers: 2 Attendants
Available Upgrades: None

The Pool provides a moderate distraction for your tourists. A fully-staffed Pool can service up to 16 people at a time, which makes it an excellent early attraction.

With its relatively low upkeep and broad appeal, a well-placed Pool can generate fairly reliable revenue.

Botanical Garden

Base Construction Cost: $5,000
Upkeep: $30
Additional Costs: None
Work Modes: Mimeographed Handout (standard parameters); Four-Color Brochure (doubles upkeep and improves Service Quality by 20 percent)
Worker Requirements: Male, College
Maximum Workers: 1 Professor
Available Upgrades: None

The Botanical Garden offers a moderate distraction for eco-tourists. This attraction can service up to 12 people at a time, but it has narrow appeal.

The building has a fairly high upkeep, so its best to ensure your island can draw interested visitors before you construct one.

Spa

Base Construction Cost: $7,000
Upkeep: $16
Additional Costs: None
Work Modes: No Dress Code (default parameters), Upscale Dress Code (improves Service Quality by 20 percent, serves eco-tourists and wealthy tourists)
Worker Requirements: Male, uneducated
Maximum Workers: 3 Attendants
Available Upgrades: None

The Spa provides an excellent distraction for your tourists. A fully-staffed Spa can service up to nine people at a time, and it can be a fairly popular attraction in the right location.

As your Tourism Rating improves, consider using the Upscale Dress Code work mode to cater to wealthy tourists. With proper management, a Spa can be an extremely profitable investment.

Luxury Liner

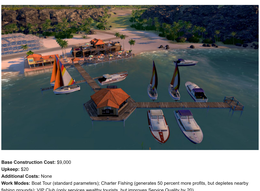
Base Construction Cost: $20,000
Upkeep: $40
Additional Costs: None
Work Modes: None
Worker Requirements: Female, uneducated
Maximum Workers: 4 Maids
Available Upgrades: None

The Luxury Liner is an extremely effective distraction for select tourists.

A fully-staffed Luxury Liner can service up to 20 visitors, and it generates considerable profits if you can maintain a steady flow of spring break tourists and wealthy tourists.

Because the Luxury Liner must be placed in open sea, land usage is not a concern. The Luxury Liner has a fairly high upkeep, so its best to establish a strong economy or high Tourism Rating before you invest in this attraction.

Marina



Base Construction Cost: $9,000
Upkeep: $30
Additional Costs: None
Work Modes: Boat Tour (standard parameters); Charter Fishing (generates 50 percent more profits, but depletes nearby fishing grounds); VIP Club (only services wealthy tourists, but improves Service Quality by 20)
Worker Requirements: Male, uneducated
Maximum Workers: 2 Attendants
Available Upgrades: None

The Marina provides a moderate distraction for select tourists. Use the various work modes to appeal to different types of tourists. A fully-staffed Marina can service up to 10 visitors at a time.

The Marina must be placed on the coastline, so try to reserve an appropriate spot if you hope to offer this attraction. Because of the Marina's limited appeal, it's best to establish a focused tourism strategy before you begin construction.

Ferris Wheel

Base Construction Cost: $9,000
Upkeep: $30
Additional Costs: Electricity (20MW)
Work Modes: Normal Speed (all Tropicans and tourists can use the Ferris Wheel); High Speed (improves Service Quality, but only courageous Tropicans and tourists will use the Ferris Wheel)
Worker Requirements: Male, uneducated
Maximum Workers: 3 Attendants
Available Upgrades: None

The Ferris Wheel provides a moderate distraction for interested tourists and Tropicans. This attraction can be a popular destination for children. When possible, try to place a Ferris Wheel near other family-friendly attractions.

A fully-staffed Ferris Wheel can service up to 12 visitors, but it requires a fairly high upkeep and a large amount of Electricity.

To ensure that this attraction is profitable, it's best to establish a large tourism industry before you begin construction.

Rollercoaster

Base Construction Cost: $11,000
Upkeep: $50
Additional Costs: Electricity (4MW)
Work Modes: Normal (services all tourists); Extreme Mode (increases Service Quality, but slob tourists will not use the Rollercoaster)
Worker Requirements: Male, uneducated
Maximum Workers: 2 Attendants
Available Upgrades: None

The Rollercoaster provides an effective distraction for select tourists. This attraction can be a popular destination for children, and should generally be placed near other family-friendly attractions.

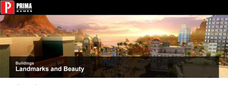
A fully-staffed Rollercoaster can service up to 9 people. This attraction has a high upkeep, but it's lower Electricity usage can make it a good choice for an established tourism industry.

Aqua Park

Base Construction Cost: $14,000
Upkeep: $60
Additional Costs: None
Work Modes: Normal Drinks (standard parameters); High-Sugar Drinks (tourists have a chance of paying to reenter the park); Daycare (generates twice the income, but only children may use the park)
Worker Requirements: Male, uneducated
Maximum Workers: 4 Attendants
Available Upgrades: None

The Aqua Park provides a fair distraction for tourist families. A fully-staffed Aqua Park can service up to 16 people.

This attraction is generally very popular with children, which makes it particularly useful for drawing families to the island. The Aqua Park holds little appeal for wealthy tourists, but even moderate use can make this attraction very profitable.



Landmarks and Beauty

Eternal Flame

Base Construction Cost: $20,000
Upkeep: $40
Additional Costs: None
Work Modes: Eternal Flame (provides a 10 percent chance of visitors joining the Nationalist faction); Guerra Eterna (provides a 10 percent chance of visitors joining the Militarist faction); El Cigarro Grande (provides a 10 percent chance of visitors joining the Loyalist faction); Mundo Unido (increases potential foreign aid by $1,000 for each super power)
Worker Requirements: None
Maximum Workers: None
Available Upgrades: None

The Eternal Flame is a prestigious landmark that can convert some Tropicans to various political factions. The Eternal Flame has a fairly high upkeep, and it collects no service fees from visitors.

Make sure your economy can bear the costs before you build the Eternal Flame on your island. The Eternal Flame can service up to eight visitors at a time.

Only Tropicans can use the structure, so it's best to place it near populated areas.

Christ the Savior

Base Construction Cost: $45,000
Upkeep: $15
Additional Costs: None
Work Modes: None
Worker Requirements: None
Maximum Workers: None
Available Upgrades: None

Christ the Savior is a prestigious landmark that turns Tropico into a popular pilgrimage site. When you construct this massive statue, some Tropicans will choose to join the Religious faction.

This landmark is not one of the Religious faction's major demands, but it does help improve your island's Religion Quality.

Golden Statue

Base Construction Cost: $60,000
Upkeep: $60
Additional Costs: None
Work Modes: Stand Still (standard parameters); Rotate Gracefully (the statue's beauty is increased by 10, but the up-keep is $120)
Worker Requirements: None
Maximum Workers: None
Available Upgrades: None

The Golden Statue is a monument to El Presidente's greatness. This statue raises your island's Tourism Rating, but it also benefits the local population.

Upon its construction, this prestigious landmark converts 15 Tropicans to the Loyalist faction. The Golden Statue does not satisfy a faction demand, but Loyalists will often request its construction.

Mausoleum

Base Construction Cost: $30,000
Upkeep: $60
Additional Costs: None
Work Modes: None
Worker Requirements: Male, High School
Maximum Workers: 2 Soldiers
Available Upgrades: Booby Traps ($25,000) when triggered, an explosion kills 50 percent of the rebels and citizens near the Mausoleum

The Mausoleum provides a moderate distraction for Tropicans and tourists. This prestigious landmark can be a fairly popular attraction, but all proceeds are deposited into your Swiss bank account.

The Mausoleum satisfies one of the Loyalist faction's major demands, but it's also a common target for rebel attacks.

Tree

Base Construction Cost: $20
Upkeep: None
Additional Costs: None
Work Modes: None
Worker Requirements: None
Maximum Workers: None
Available Upgrades: None

Trees offer a simple and inexpensive way to restore an island's natural beauty. Since they take up relatively little space, trees can be extremely effective in urban areas.

Each tree has a relatively small effect, but in great quantities, they can keep the Environmental faction fairly happy.

Garden

Base Construction Cost: $50
Upkeep: None
Additional Costs: None
Work Modes: None
Worker Requirements: None
Maximum Workers: None
Available Upgrades: None

Gardens help improve the beauty of developed areas. Gardens have a greater effect than individual trees, but you may find it difficult to accommodate their larger size.

If you want to bring a little variety to your island, consider placing a few Gardens as you establish urban areas.

Fountains

Base Construction Cost: $50
Upkeep: None
Additional Costs: None
Work Modes: None
Worker Requirements: None
Maximum Workers: None
Available Upgrades: None

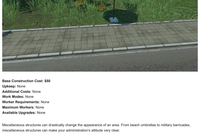
Fountains provide another method of improving your island's beauty. Fountains take up slightly more space than trees, but they allow you to further define the aesthetic of your island.

Statue

Base Construction Cost: $200
Upkeep: None
Additional Costs: None
Work Modes: None
Worker Requirements: None
Maximum Workers: None
Available Upgrades: None

Statues increase the Crime Safety of an area, but they also reduce the sense of Liberty. When a Police Station is struggling to keep the streets safe, consider placing a few Statues in the area.

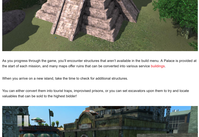
Miscellaneous



Base Construction Cost: $50
Upkeep: None
Additional Costs: None
Work Modes: None
Worker Requirements: None
Maximum Workers: None
Available Upgrades: None

Miscellaneous structures can drastically change the appearance of an area. From beach umbrellas to military barricades, miscellaneous structures can make your administration's attitudes very clear.

Additional Structures



As you progress through the game, you'll encounter structures that aren't available in the build menu. A Palace is provided at the start of each mission, and many maps offer ruins that can be converted into various various buildings.

When you arrive on a new island, take the time to check for additional structures.

You can either convert them into tourist traps, improvised prisons, or you can set excavators upon them to try and locate valuables that can be sold to the highest bidder!

There are some buildings that are determined by Edicts.

The Secret Police Edict allows you to convert structures from their original purpose into a Secret Police HQ, which costs you the original functionality of the structure, but gives you the ability to deal with subversive elements by arranging accidents for them.

The Humanitarian Aid Edict allows you to build an Aid Camp for free, providing your island with free food for five years.

Crime springs up around the aid camp, so build a police HQ near it to help settle things down.

Economics
The Economy

Economy

Between workers, materials, and national defense, it takes a lot of money to keep a country moving. Workers must be paid, materials must be acquired, and your island's infrastructure must be expanded to accommodate a growing population.

Every feasible economy depends on obtaining foreign wealth. If you hope to build a thriving economy, you must provide the resources, products, or services that other nations are willing to purchase.

Trade

Developed nations will pay good money for raw resources, and the islands of Tropico have plenty to offer. Farms, Mines, and Logging Camps can all be used to boost a struggling economy.

Any resources that aren't used by the people of the island are automatically exported to a foreign nation that's willing to pay for the surplus.

Trading in basic resources provides a steady income for your country, and it can create many jobs for uneducated workers. Conversely, importing foreign resources can place an unnecessary burden on your nation's economy.

Try to expand an island's harvesting operations before you allow Tropico's funds to fill another nation's treasury.

> **Note**
>
> The price for each commodity will fluctuate, so construct an Customs Office and check the Almanac regularly to ensure that you get top dollar for your resources.

Industry

Industry allows for a more aggressive form of trade. An industrialized nation can turn refined goods into massive profits.

Industry requires a fairly large investment, but it's definitely one of the most reliable ways to turn an impoverished country into a global power.

It's generally best to plan your production around resources that can be harvested from the island.

Whether you choose to turn sugar into rum, tobacco into cigars, or iron into weapons, a thriving industry can provide employment opportunities for workers of all education levels.

Aside from special blueprints and an educated workforce, industry also requires a well-planned infrastructure. You'll need a solid network of roads and plenty of teamsters to maintain the flow of raw resources and finished goods.

Industry takes a heavy toll on the Environment, which can lead to unhappy citizens and a low Tourism Rating, but when it comes to building a strong economy, a thriving industry is hard to beat.

> **Tip**
>
> As with raw resources, finished goods are at the mercy of global markets. Avoid basing your economy on a single commodity, and always be ready to import resources to resume production if you discover a problem with your supply line.

Tourism

Tourism is the best way to bring in foreign cash without stripping your island of its natural beauty. To draw tourists to your island, you must achieve a high Tourism Rating.

Appropriate accommodations and exciting attractions are the corner-stones of tourism, but tourists also expect the same basic services your own people demand.

Different tourists have different desires and price ranges. Some tourists will pay top dollar for luxurious accommodations and exclusive services, while others prefer a family friendly environment with plenty of attractions to keep them busy.

If you choose to invest in tourism, it's important to determine which tourists are most likely to visit your island.

If you provide an appealing destination and maintain a positive global image, tourism should provide enough jobs and revenue to keep most of your citizens happy.

> **Tip**
>
> Some citizens will disapprove of your decision to let foreigners wander the streets of Tropico, but many of the attractions designed to entice visitors can also be enjoyed by your own people.

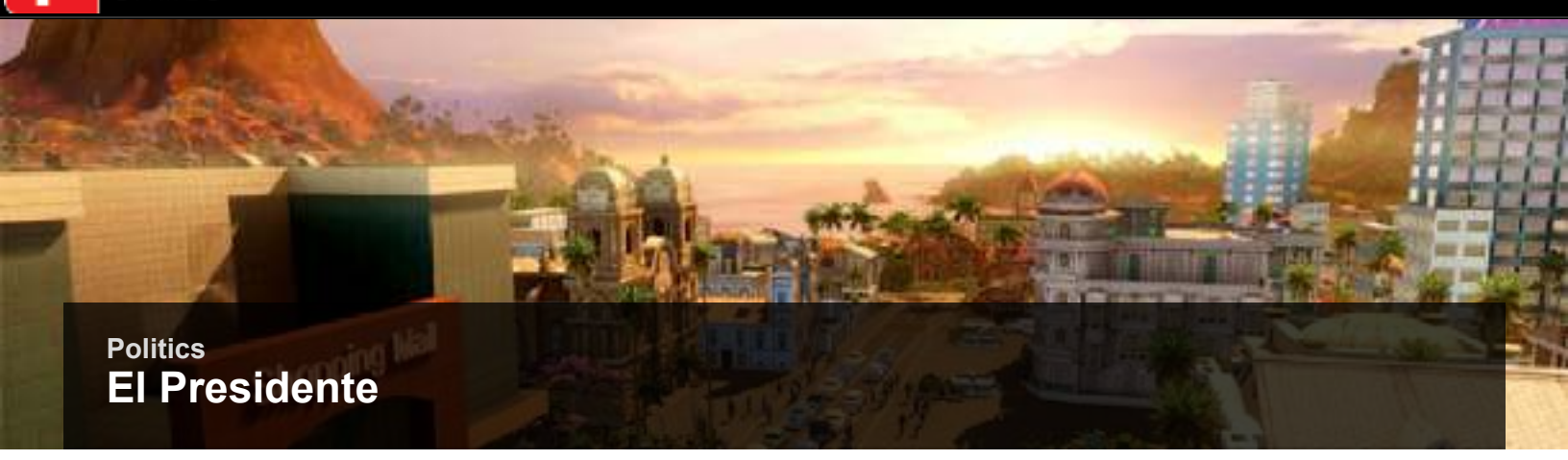
Tourism depends on a pleasant environment; if your economy depends on tourism, it is particularly important to keep your population's Overall Happiness as high as possible.

Swiss Bank Account

Every leader needs to put a little something away for retirement, and you have a Swiss bank account for just that reason. As you play through the game, you'll find opportunities, both respectable and somewhat questionable, to line your own pockets.

Whether you prefer to earn your retirement funds from legitimate donations, backroom deals, or corrupt policies, the game keeps track of all the money you've managed to accumulate for your own use.

Funds directed to your Swiss bank account are reflected in each mission's final score, so it's best to ensure that you establish some form of personal income during your time on each map.



Politics

El Presidente

El Presidente serves as your avatar in the game. You can customize El Presidente to suit your personal tastes and style of play.

The choices you make while you design your avatar can have a great effect on your economy's development, as well as on your relationships with factions and foreign powers.

You can edit El Presidente or select a new avatar when you begin each mission, so consider testing out new backgrounds or personal traits as you play through the game.

Appearance

El Presidente's appearance can be altered to reflect your personal tastes. You can present yourself as anything from a common citizen to seasoned war hero.

Your avatar's appearance does not effect any other elements of the game, so you can express yourself without fear of any consequences.

Background

El Presidente's background is a short summary of his or her early life. Each background provides special bonuses or penalties which can modify everything from faction Respect to export prices.

Backgrounds can have powerful effects on various strategies, so make sure you select one that compliments your style of play.

Rise to Power

The Rise to Power is the story of how El Presidente became Tropico's newest leader. Like the background, the Rise to Power effects various aspects of the game, but they usually focus on faction Respect or foreign relations.

Traits

When you customize El Presidente, you can select three traits to further determine how your avatar effects the game world.

Traits provide more specific modifiers which can be used to offset El Presidente's negative qualities, or to maximize the effects of existing bonuses.

Traits become more powerful as they are used in the game, so make sure you select traits that compliment your style of play. Since different maps require different strategies, it can be very helpful to select new traits for each mission.

The more traits you develop, the better your chances of surviving more difficult scenarios.

Putting El Presidente to Work

El Presidente can be extremely useful during difficult missions. Send your avatar to various work sites to speed up construction of new buildings, boost production, and improve service quality.

Your avatar's presence can either inspire or terrify your workers, but the results will always be positive. You can also use your avatar to calm protesters, deliver speeches from the palace, decorate soldiers, or to help your army fight off rebel attacks.

Caution

Remember that El Presidente is vulnerable outside of the palace, and assassination attempts are not uncommon during political uprisings. Try to ensure that the people are fairly happy before you leave the safety of the palace.

Foreign Relations

Foreign Relations

As you lead Tropico into a new age of prosperity, it’s best to maintain good relationships with foreign nations.

The US and USSR monitor developing nations carefully, and any sign that you’re developing close ties to one will almost certainly upset the other. If either superpower believes you are a threat, they will attempt to remove you from office.

If you cannot maintain good relations through diplomacy, you must defend yourself through military might, or through an alliance with the friendlier superpower.

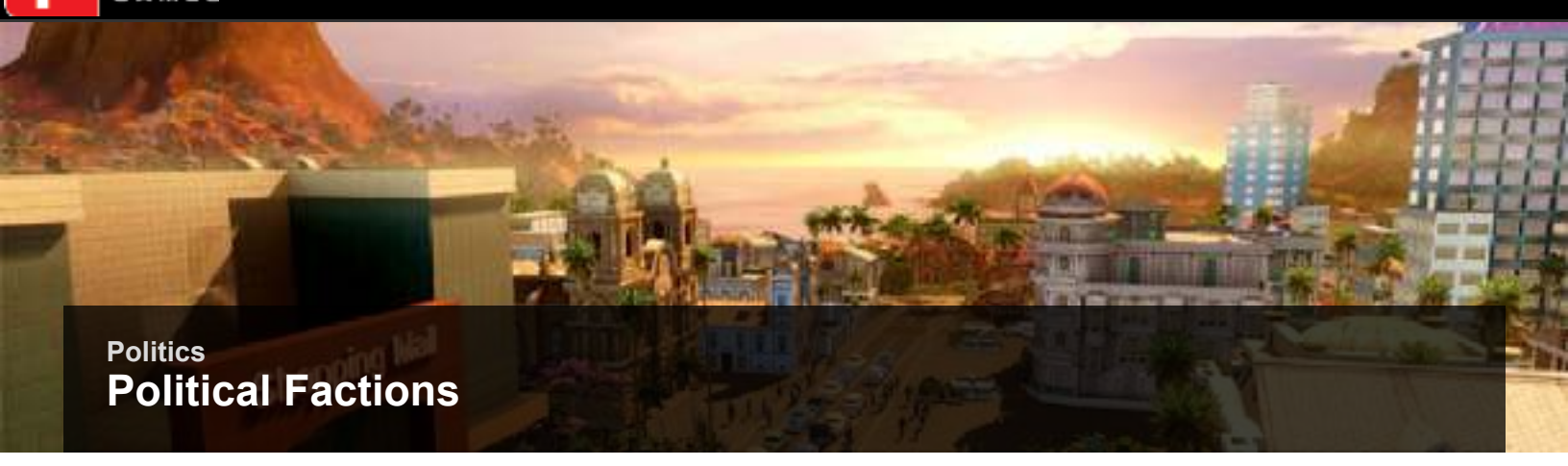
If you wish to improve your status with the US or USSR, you can perform optional tasks, issue special Edicts, build a Foreign Office, or mention a superpower in one of your election speech.

China, Europe, and the Middle East will also have opinions about the way you choose to lead Tropico. These foreign powers will never invade your borders, but they may impose embargoes that can stifle your economy.

You will sometimes be forced to weigh in on political squabbles, and the choices you make can improve or damage your relationship with the feuding nations.

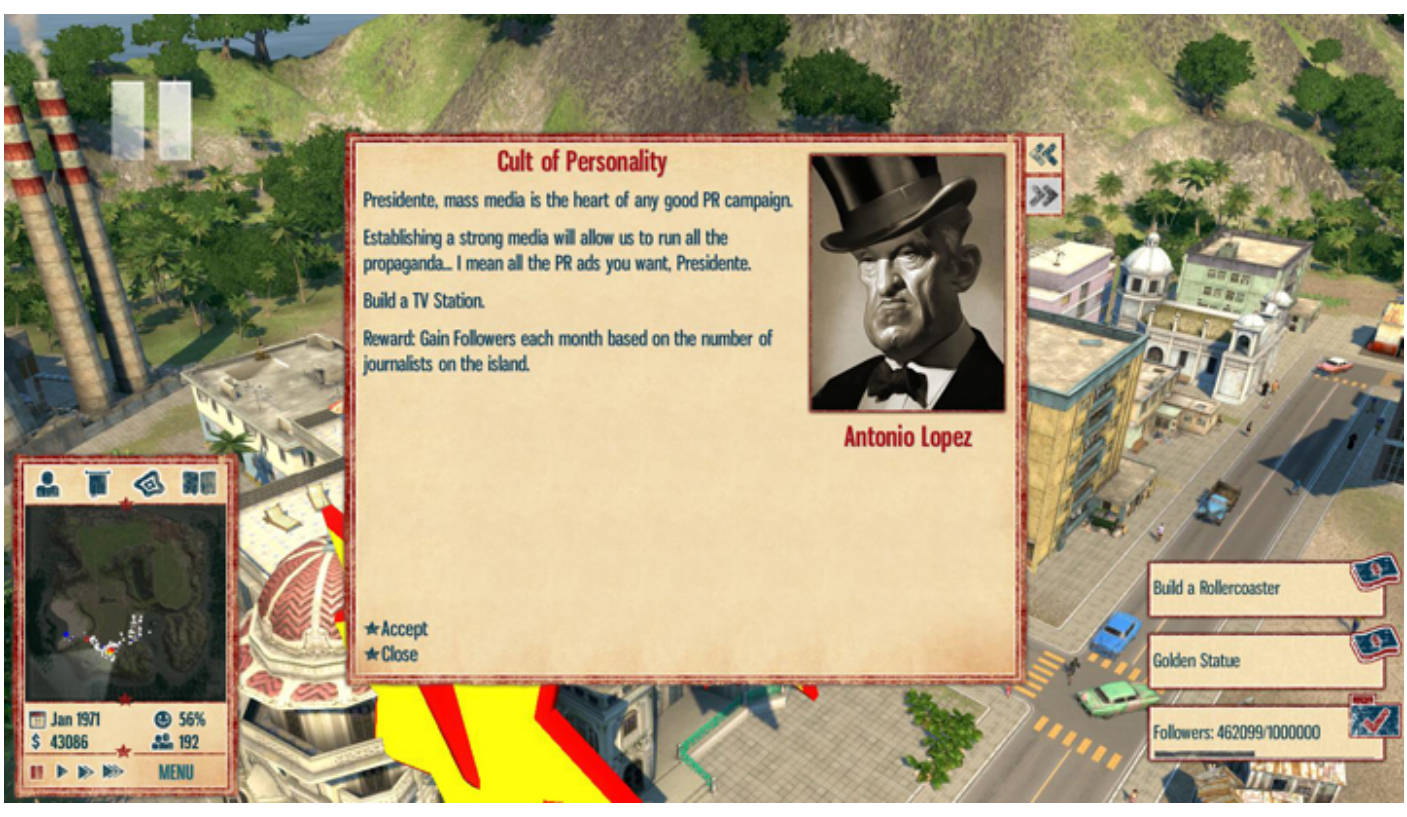
Use the Almanac to monitor your status among each of the foreign powers, and consider performing optional tasks or providing desired goods to improve your relationships.

It’s not always possible to meet the demands of foreign nations, but good diplomacy is generally rewarded.



Politics

Political Factions


Cult of Personality
Presidente, mass media is the heart of any good PR campaign.
Establishing a strong media will allow us to run all the propaganda... I mean all the PR ads you want, Presidente.
Build a TV Station.
Reward: Gain Followers each month based on the number of journalists on the island.
Antonio Lopez
★Accept
★Close
Jan 1971
56%
$ 43086
192
MENU
Build a Rollercoaster
Golden Statue
Followers: 462099/1000000

The people of Tropico may choose to join one of eight political factions. Each faction has its own political agenda and social ideals, and it's not always possible to meet all of their demands.

Still, faction leaders have a great influence over their followers, so it's best to try and keep all of them as happy as possible.

Use the Almanac to monitor the Respect levels of each faction, and take steps to improve relations with any groups that may not support you in an upcoming election.

Faction leaders will occasionally offer advice, request policy changes, or provide additional tasks, so consider meeting their demands when you need to improve your standing with their followers.

When a faction's Respect level drops too low, its members usually show their displeasure in the form of a Faction Disaster.

Capitalists:

Capitalists are primarily concerned with wealth. Failure to maintain a strong economy will result in an extremely poor relationship with these influential citizens.

Keeping the Capitalists happy is an important step to maintaining a healthy relationship with the US. Failing to keep the Capitalists pleased will result in the Faction Disaster: Corruption, which reduces your export values by 20 percent!

Communists:

Communists fight for the rights of the worker. Aside from a fair wage and reasonable working conditions, Communists insist upon ample food and housing for all citizens, regardless of income.

Meeting the demands of the Communists is one of the most effective ways to stay on good terms with the USSR. Upsetting the Communists too much results in the Faction Disaster:

Rebel Incursion. While in effect, rebels will arrive with every boat that comes to your ports, a situation that can quickly grow out of your military's ability to contain!

Intellectuals:

Intellectuals are primarily concerned with Liberty, Democracy, and education. If the Intellectuals become displeased, you may find yourself rushing to fill vital positions as educated workers leave the island for more enlightened nations.

Ignoring the Intellectuals will result in the Faction Disaster: Student Protests.

This will prevent students from graduating from your high schools and colleges, a crippling blow to your ability to fill positions that require higher education without resorting to paying off expensive foreign experts.

Religious:

The Religious faction has some very strong opinions, and it will often attempt to shape public policy.

You must build Churches and Cathedrals to stay on good terms with the Religious faction, but any shady behavior or unpopular policies can quickly damage an otherwise solid relationship.

If the Religious are not appeased, you will be struck with the Faction Disaster: Anathema. All visitors to churches and cathedrals will have their respect for you lowered until this is resolved.

Militarists:

Militarists are concerned with the welfare of Tropico's soldiers. Low pay, insufficient numbers, or poor leadership will often result in a military coup.

If you hope to stay in power, it is absolutely essential that you address the demands of this faction. If their demands are not met, they will issue you the Faction Disaster: Ultimatum.

If within two years you fail to resolve relations with the Militarists, they will begin a military coup to force you from power!

Environmentalists:

Environmentalists fight for low pollution and the preservation of Tropico's natural beauty.

Environmentalists frown on any attempt to harvest the country's resources, but caving in to their demands often results in a loss of Respect from at least one of the other factions.

When you need to improve your relationship with the Environmentalists, focus on reforestation, lowering pollution, and developing alternative energy sources.

If you're not green enough, expect the Faction Disaster: Eco-protests, a shut down of one of your industrial buildings.

Nationalists:

Nationalists believe that Tropico should always come first. Unchecked immigration, tourism, and warm relations with foreign powers will generally lower this faction's Respect level.

When things come to a head, the Faction Disaster: Street Riots, will have members of this faction target immigrants out in open public.

Loyalists:

Loyalists believe in El Presidente's inherent right to rule. These fierce supporters encourage you to upgrade your palace and build monuments to your own greatness, but they generally frown on fair elections.

Failing to please your staunchest supporters will result in the Faction Disaster: Doubt in the Leader. Members of this faction will leave it until they are either appeased, or there are none that remain!

Faction	Demands
Capitalists	Good profits, high Crime Safety, advanced economy
Communists	Sufficient housing, ample food supplies, good healthcare
Intellectuals	Last elections were honest, High School built, College built
Religious	Church built, adequate religious satisfaction, Cathedral built
Militarists	Sufficient army, enough Generals in the army, more soldiers than rebels
Environmentalists	Enough garbage disposal facilities, natural beauty preserved, low pollution
Nationalists	Independent, conservative immigration policy, high average wage
Loyalists	No elections, Mausoleum built, Childhood Museum built

Politics
People

People

The people of Tropico are both your greatest resource and most dangerous threat. Your citizens are the foundation of your economy, but they are also your treasury's greatest burden.

Individual citizens have five basic needs: food, rest, faith, fun, and health. These needs are represented by five bars, which you can view by selecting a citizen on the street. While the bars are relatively full, the citizen will go about his or her current task.

Each time one of these bars drops too low, the citizen automatically attempts to satisfy the related need. To help keep your citizens productive, it's best to provide conveniently located housing, places of worship, entertainment venues, and medical facilities.

Your people must be fed, housed, and protected, but their demands go far beyond simple necessities. Happy citizens will help keep your economy moving and your administration in power.

Unhappy citizens will leave the country, refuse to work, vote you out of office, or turn to lives of crime or rebellion. Use the Almanac and Overlays to monitor the population's general opinion of available services.

Every citizen has his or her own reaction to each choice you make, and it's simply not possible to please them all. The

Overall Happiness of your citizens is based on 10 primary concerns, and meeting the needs of your people is no simple task.

Food Quality

Food is the most essential demand of your people, and it's one of the only aspects of your administration that all political Factions can agree upon.

It can take a great deal of time and resources to develop a sufficient food supply, but failing to do so will result in starvation, frequent deaths, and a likely revolt.

When you attempt to improve your island's overall Food Quality, remember that citizens are rating both the quantity and variety of the foods you provide.

Construct a new Farm, Ranch, or Fisherman's Wharf if you notice that people are skipping meals, and look for opportunities to expand the variety of foods your administration offers.

People tend to eat at home, and they are generally unwilling to travel great distances for a meal. If all of your food production occurs on the outskirts of your island, you must take steps to ensure proper distribution.

Build Marketplaces near residential areas to ensure that all of your citizens have access to the full variety of foods produced on your island.

Note

Food is always free in Tropico, and without the ability to charge for variety or quantity, raising the population's opinion of your nation's Food Quality can be a costly endeavor.

When you start a new map, try to produce a variety of foods right away. Excess supplies can be exported for a small profit, which should help offset your initial costs.

Housing Quality

Housing is a major concern for your citizens. Citizens without affordable, conveniently located homes will construct un-sightly shacks near their places of work.

These shacks lower your population's Housing Quality and draw unwanted attention from political factions. Low-cost housing can keep people off the street, but wealthy citizens will come to expect more lavish accommodations.

Individuals and families can afford to pay up to one-third of their total income (rounded down) in rent. If the people are not taking advantage of available housing, you must either reduce the rent or increase the pay of your homeless workers.

As your population expands, it can be a struggle to provide adequate housing for your people. Use the Almanac to help balance your island's housing needs with the required upkeep costs.

If the population has a generally low opinion of your island's Housing Quality, consider lowering rent, upgrading existing housing, and investing in a variety of new buildings to better match the price ranges of your citizens.

Religion Quality

Religion is extremely important to the citizens of Tropico, and your administration will be held accountable if you fail to offer adequate locations for them to express their faith.

Simple Churches can meet your citizens' basic religious needs, but it won't take long for the devout to demand ornate Cathedrals or faith-affirming landmarks.

Use the Almanac to monitor the general opinion of your nation's Religious Quality, and always be prepared to build additional Churches and Cathedrals as your population grows.

If you fail to satisfy the religious needs of your people, it sours your relationship with the entire community.

Tip

There's no direct financial profit to be made in religion, and it can sometimes be difficult to weigh the benefits against the costs.

Between paying for priests and maintaining places of worship, it can seem tempting to ignore Religious Quality in the early stages of your economy, but an early investment is essential to maintaining your power.

Entertainment

There's only so much work your people can endure before they need to unwind. Entertainment may not seem like a matter of life and death, but an overworked population is a dangerous population.

If you allow your workers to have a bit of fun, you'll soon see increases in productivity and Overall Happiness.

With proper planning, Entertainment can be fairly profitable for your island.

Citizens and tourists alike will spend good money for high quality clubs, shows, and attractions, but even modest Pubs and Restaurants will help keep your work-force showing up for their jobs each day.

Healthcare Quality

Poor healthcare can lead to decreased productivity, low Overall Happiness, and frequent deaths.

If you hope to keep your economy moving, you must provide adequate facilities to keep your citizens healthy. As workers become ill or injured, they'll leave their jobs to seek treatment.

The faster they're able to return to their jobs, the more efficiently your economy will run.

If a citizen dies before he or she receives medical attention, it not only takes a heavy toll on your public image, but your economy may suffer the loss of a skilled worker.

Build Clinics and Hospitals throughout your cities to keep your population healthy, and to avoid unnecessary deaths.

Crime Safety

Every society has a few bad elements, and Tropico is no exception. Even if you manage to keep the masses happy, there will always be individuals who turn to crime.

Construct Police Stations to clean up dangerous areas and keep your honest citizens safe.

Unemployment, overcrowding, income disparity, and many other factors can push potentially productive citizens into lives of crime. Keeping your citizens happy is the first step to keeping crime under control.

A thriving criminal element will lower your nation's Overall Happiness and Tourism Rating, so maintaining Crime Safety is important to staying in power and growing your economy.

Tip

Known Criminals can be rehabilitated in Prisons and returned to the workforce. If you prefer, you can order public executions and covert assassinations to eliminate a criminal without the costs of incarceration.

Remember to weigh the immediate benefits against each method's consequences when you decide how to deal with troublesome citizens.

Environment

As much as your people want to live in a thriving nation with modern comforts, they also expect you to maintain Tropico's natural beauty.

It's not always easy to strike an acceptable balance between progress and conservation, but your citizens will voice their displeasure if you strip the land of natural resources or turn an island paradise into a sprawling metropolis.

If your people demand you improve the Environment, construct Garbage Dumps to help keep particularly dirty areas clean.

Use Trees, Fountains, and Gardens to beautify urban areas.

If your population isn't satisfied with your efforts, build Horticulture Stations to replace forests consumed by logging operations, and issue Edicts to reduce industrial pollution and civilian litter.

Maintaining an appealing environment will not only raise your citizens' Overall Happiness, it can have a big effect on your island's Tourism Rating.

Liberty

Your people won't always appreciate the measures you must take to ensure their safety and well being. Police Stations, military presence, and many of your Edicts and special actions will lower your population's sense of Liberty.

To combat the unfortunate side effects of a strong government, it's important to provide each of your citizens with a feeling of empowerment.

Construct Newspapers, Radio Stations and other Media Outlets to reduce the negative effects of Police Stations and patrolling soldiers.

Special Edicts can instantly boost your population's perceived Liberty with fresh elections or special training for your law enforcement.

A lack of Liberty can breed rebellion within even the wealthiest society. Check the Almanac for signs of trouble, then use the Liberty Overlay to help identify concentrations of oppressed citizens.

Job Quality

Maintaining a high perception of Job Quality requires careful planning and frequent adjustment. Job Quality is about more than simply keeping your population employed—you must ensure that every citizen feels that they are appropriately compensated.

To achieve a high Job Quality rating, you must ensure that every citizen has the chance to earn a decent wage in a pleasant work environment.

In a struggling economy, you may not be able to provide adequate wages or appropriate jobs for all of your citizens.

As your population becomes larger, more educated, and more accustomed to the services you provide, it can become even more difficult to offer acceptable positions and fair wages to your entire population.

When you create new, high-paying positions, remember that previously happy workers may quickly grow dissatisfied with their own jobs.

Raising the wages of a few unhappy workers will cause a stir throughout all of your workforce.

To keep a growing population happy, you must constantly create new job opportunities, and ensure that every wage reflects the advances of your developing economy.

Respect

Essentially, your citizens' Respect levels indicate their reaction to your overall effectiveness as a leader.

The way you handle political squabbles and foreign relations will raise and lower the Respect of individual citizens according to their personal feelings and ideals.

Most citizens belong to one of Tropico's political factions, so any policies, bargains, or economic strategies that please or anger a faction will be reflected in your population's current Respect.

To maintain a high level of Respect, it's best to focus on elements that most factions can agree upon. Adequate housing, healthcare, religion, and employment opportunities should help keep your Respect from sinking too low.

If you need a sudden boost to your Respect rating, try to improve your relationships with Tropico's dominant factions, or issue Edicts like Tax Cut and Social Security to earn respect from the entire population.

Overall Happiness

Overall Happiness is a reflection of how well you're meeting all 10 of the population's basic demands. A high Overall Happiness should keep you in power, but it's always important to monitor individual demands.

When your economy is stable, try to address any demands you might have neglected during less prosperous or more chaotic times.

Overall Happiness is a good indicator of how well you've managed your nation up to this point, but it doesn't necessarily reflect how well you've prepared for the future.

Political gaffes, unforeseen natural disasters, and fluctuations in commodity prices can suddenly shake the population's confidence in your leadership.

Gameplay
Game Modes

Tutorial

The tutorial teaches you the game's most fundamental mechanics. New players should use the tutorial to learn the game's interface and basic tools.

All of the skills you learn in the tutorial are needed to progress through the game, and these low-pressure scenarios provide an excellent opportunity to practice them.

Campaign

The game's campaign boasts 20 individual missions. Campaign missions must be completed in order, and each of them presents its own goals and conditions.

Each time you complete a mission, you receive a performance rating. If you choose to post your score online, you can compare your performance against those of other players.

Repeat campaign missions to improve your scores, unlock Achievements, or apply new strategies to familiar scenarios.

Sandbox

Sandbox missions have no objectives, so you're free to practice your tactics and set your own goals.

When you begin a Sandbox mission, you can use an existing map or create a random island to rule.

Game parameters such as population, natural disasters, and the frequency of rebel attacks can all be adjusted to create unique scenarios each time you play through a mission.

Challenges

In Tropico 4, you have the ability to create Challenges which you can then share with other players.

Use the Challenge Editor to design unique scenarios complete with stories, special events, and mandatory objectives. Of course, you also have the option to download Challenges designed by other players.

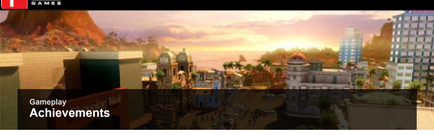
As with campaign missions, you receive a performance rating each time you complete a Challenge. If you wish, you can post your score online to compare your performance against the performances of other players.

Achievements

As you play through the game, you'll automatically unlock many of the game's Achievements.

More complicated Achievements may demand that you abandon your preferred tactics or employ strategies you otherwise wouldn't have considered.

If you wish to unlock all of the Achievements, remember to check the requirements for each of them.

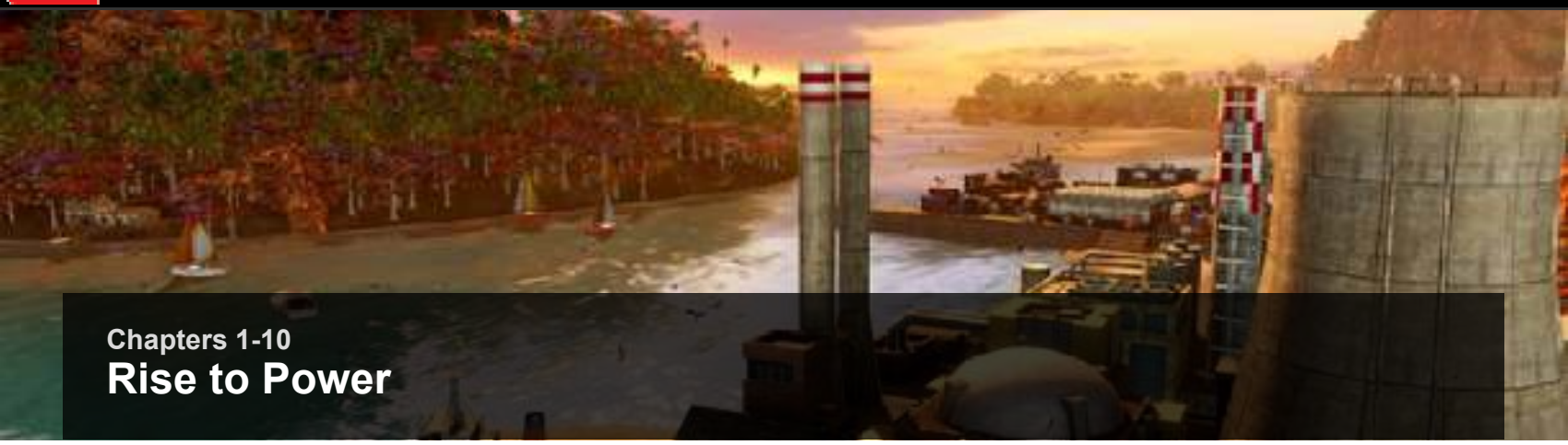


Achievements

Achievement Tips

General Advice: Outside of chapter specific achievements, many achievements can be reached after any given chapter in the Campaign by choosing to keep playing, even after victory is assured. This can save you some time from having to build a fresh economy on a later map.

Icon	Name	Description
	Filthy Rich	Made over $100,000 for your Swiss bank account in a single mission
	Tropican Fiesta	Finish a game with overall Happiness of your citizens above 70%
	Curse of the Llama	Survive 10 disasters
	Coup de Grace	Suppress a Military Coup
	Homes for Everyone	Have a population of over 300 and no Shacks
	God Complex	Finish a Sandbox game in God mode
	Elitist	Construct 1337 buildings
	Top Exporter	You earned $1,000,000 from industry in a single game
	Iron Fist	Suppress an uprising
	Heavy Traffic	1,000 meters of roads and 4 Garages constructed
	Metropolis	You constructed 200 buildings on one island
	Militarist	You had more than 20 soldiers and generals in a game
	Paradise Island	You earned $1,000,000 from tourism in a single game
	Dictatorship for Dummies	Finished all tutorial missions
	Domestic Agenda	Complete 10 Faction tasks in a single mission
	Tropico VS The World	Made Tropico the best country on the planet
	Scapegoat	Escape the wrath of your opponents
	The Mastermind	Find out the Mastermind behind your downfall
	On Top of the World	Fulfill Presidente's dreams for Tropico
	National Agenda	Completed 20 agenda tasks in a single mission
	Foreign Agenda	Complete 10 Foreign tasks in a single mission
	War on Crime	Arrest 10 Criminals in a single missio
	The Full Monty	Had a full Ministry cabinet
	You are Fired!	Fired a Minister because of his gaffe
	Your Lucky Day	Hire an unemployed citizen as a minister
	The Golf Balls Solution	Clean an Oil Spill in less than 4 months
	Year of the Dragon	Put out 10 buildings on fire in a single mission
	Old Faithful	Survive 3 Volcanic eruptions in a single mission
	Tornado Valley	Survive a Tornado Outbreak with no human casualties
	Modern Agriculture	Had no dry fields at the end of a Drought
	Head for High Ground	Survive a Tsunami with no human casualties
	Building Blues	Unlock 20 Blueprints in a single mission
	The Power of the Atom	Generate 1,000 MW of electricity in a Nuclear Power Plant
	Nuclear Future	Have a Nuclear Power Plant and a Nuclear Program build on your island
	Made in China	Distributed more than 1,000 Luxury Goods from a Shopping Mall
	Smells like Chemistry	Buy all upgrades for a Chemical Plant
	Mona Llama	Earn more than $30,000 from selling Tropican art in a Museum of Modern Art
	Special Taxes	Gain $15,000 for your Swiss account from a Customs Office
	The Rumors of my Death…	Have one of your clones die instead of you during an assassination attempt
	It's a Trap!	Kill 5 rebels at once with a trap in your Mausoleum
	Theme Park	Have a Roller Coaster near a Ferris Wheel and an Aqua Park
	Prepared for everything	Buy all upgrades for a Weather Station
	Past and Present	Have both a Dungeon and a Colonial Museum in the same mission
	Competent	Have a Character Trait at level 5
	Specialist	Have 3 Character Traits at level 5
	Expert	Have all Character Traits at level 5
	Foreign Cuisine	Imported 2,000 food
	IMPORTant Business	Imported 10,000 resources
	Kill Juanito	Issue an Execution order on a citizen called Juanito!<b>
	Instant Construction	Issue the Quick-build command on 10 constructions



Chapters 1-10

Rise to Power

This first chapter acts as an extension of the tutorial. What you learn here can be applied to every single later chapter in the game.

Generalissimo Santana greets you, and lists the basic needs of every island (though you will find it isn't always done in this order in the campaign):

1) Food
2) Religion
3) Healthcare
4) Homes
5) Fun

Step One is to build farms for the people, and your advisor Penultimo will request two be built. Build them near roads, so citizens can get to them via truck easier to help with harvesting and shipping, and be sure they are Corn farms to feed the people.

Take care to place them in the green zones on the map that will appear when placing farms, that indicates good location.

Penultimo will suggest an additional farm for every 50 citizens, and this is a very good rule of thumb to follow. It will take 6 months before the farms are harvesting crops, but this will be a good start.

Keep in mind that Sugar, Tobacco, and Coffee are cash crops, and will not feed the masses!

You'll get your first additional Task here. Antonio Lopez of the Capitalist Faction will suggest a Tobacco field to two to help kickstart the island economy.

This is an excellent plan. Take notice how Tobacco farms grow in different locations from the more adaptable Corn Farms, and bear that in mind whenever placing crop fields that they will not all grow in the same areas.

You'll need to craft island infrastructure around that fact. The optimal areas for Tobacco growth are not exactly close by. Get some roads out to them so your workers can get to them faster.

The deal with Lopez requires 500 units of Tobacco to be exported, but this is something that will take quite some time to see completed. For now, construct the farms in the best spots possible and be patient.

With food (and money) dealt with, now we have Step Two: Religion. Reverend Esteban explains that a US donation of $10,000 has been made, and he wants a Church constructed using those funds.

Placement of the Church is up to you, but it is easier for the Tropicans if it is closer to where they live.

The Church will need to be staffed by four priests, so you may need to hire foreigners if there are not enough Tropicans on the island who can take the job.

During all this, feel free to send El Presidente to the newly constructed farms to boost their production. It takes time for him to get to a destination, but the wait is worth the boosts in construction and production.

After a year has passed, you will receive your first foreign aid donation. If you're particularly shrewd, you can maintain healthy relationships with the US and the USSR and over-spend just enough to have them pay off part of your debts every year.

Miss Pineapple might message you regarding the necessity for a High School. Schools in general are important steps to take. An educated population will be able to work in jobs that benefit them and you more in the long run.

Comrade Vasquez may also chip in sooner or later, asking you to take a look at the housing situation on the island. The shacks and shanties don't provide much in the way of comfort, and that affects the overall Happiness rating.

As a general rule, the special advisors for the different factions will pause gameplay with tips that will appease not only their faction, but contribute to the overall well-being of an island.

You can turn them off, but a friendly reminder to build important structures never hurt anyone.

Once the Church is properly staffed, Step Three is Healthcare. Penultimo melodramatically makes his point by being sick when he requests you build a Clinic. Like the Church, a Clinic that is placed closer to home is easier for Tropicans to use.

You'll likely need to hire doctors, don't shy away from the cost of doing so. A Clinic or Hospital without doctors may as well not have been built in the first place.

To get to the requested 45% healthcare satisfaction rating, two clinics fully staffed help speed the process up.

Generalissmo Santana will offer you a Task as a bet: He says you can't export 500 fish. Take the bet, and build a Fisherman's Wharf or two near your Harbor.

Don't forget to extend roads out to them. He will also offer you a Task that requires the island to have four doctors. You should already be on your way towards this, if you're not already there.

While you're waiting for the Healthcare to improve, you should be seeing some revenue from the Tobacco. Use that to build better housing where you see clusters of shacks building up. Shacks tend to spring up around places people go to work.

Extra money you have can be used to add things like the earlier mentioned schools, or to help fulfill optional Tasks, such as to build a Rum Distillery.

Tip

To make a really successful go at Rum exports, a sugar farm is essential. Place the farm, then place the distillery nearby to take direct advantage of your own sugar production.

Just be certain you have the money to afford the distillery if you take on this task! It can be prohibitively expensive to accomplish this while also trying to afford the rest of what you need.

Just as you get Healthcare taken care of, Senator Nick Richards (who is not a crook) will show up and tell you that you need to build a Ministry, and fully staff it with five ministers.

The Ministry is an important building as it allows you sign Edicts that cause varying effects, such as free housing, or tax cuts, or converting a Police Station to be a Secret Police HQ.

Hiring the ministers can be expensive, but you can try to get more qualified individuals by building schools and a College.

After you have set up the Cabinet at the Ministry, you can tend to the housing needs of the people if you haven't been already.

Penultimo will ask if you you to choose between three different forms of housing. If you have the money (and are not feeling cruel), there's no reason to not choose Apartments.

If you're looking to keep the island stable, Apartments are a good value, provide better satisfaction to citizens, and like Tenements, can be upgraded with Climate Control (assuming you have a power grid up and running).

You will have to build more Apartments than Tenements, however, as they house fewer citizens.

A Task will show up near the Palace from the Generalissimo. He is challenging you to make $25,000 in exports. Your Tobacco alone can easily make this goal, but bear in mind that you may not always be able to make that your primary cash crop.

Sugar works almost as well, and can also be of dual use with a Rum Distillery. You might also be requested under pain of missile attack by US Ambassador Crane to export Crude Oil to his country.

There are land locked sources of oil that are much farther inland, and an Oil Well can pull in that resource.

Tip

Alternatively, you can also build an Oil Refinery on the coast and take advantage of the two much closer off shore oil resources that show up on the map when you try to place the building.

It is expensive to set up, but it can get the job done.

By now, you should probably already have a fairly steady economy running, which will allow you to pick up on the various optional tasks the game presents to you.

Occasionally, you'll find that world events will require El Presidente to state his or her opinion publicly.

This can affect your foreign relationships significantly, so before you answer blindly, consider the benefits the choices provide, and remember that when it comes down to it, the US and the USSR can invade you. The other foreign powers can't.

Eventually, if you've been following all of the advice provided, the Generalissimo will ask you to raise the happiness of the citizens above 45 percent.

If you've been meeting the needs of the people thus far, this isn't difficult to accomplish. He'll reward you $25,000 to your Swiss bank account when this is done.

Note

You may get a message from Senator Richards regarding a Books for Everyone program. This is one of those moral choices you can make to either fatten your own wallet a little, a lot, or not at all on a yearly basis.

In 1965, you'll have your first election. It's not as difficult as it sounds to win. If you've kept up on the demands of the people, you start with huge amounts of support.

You are given the choice to give a speech about the election, or decline. If you do, you have three categories to select options from, in order to rally support to you.

If you choose incorrectly, you might be handing a lot of support to your opponent. You can still 'win' in a scenario like this by rigging the vote in your favor.

Senator Richards will offer you $100,000 to help win the election, pointing out that your opponent experienced a sudden spike in approval. You can tuck this money in the Swiss bank account, or put it into the treasury.

Either way, you can use the Tax Cut edict and the Social Security edict to effectively shut your opponent out of the race. Once you secure your presidency, you've won the first map!

Note

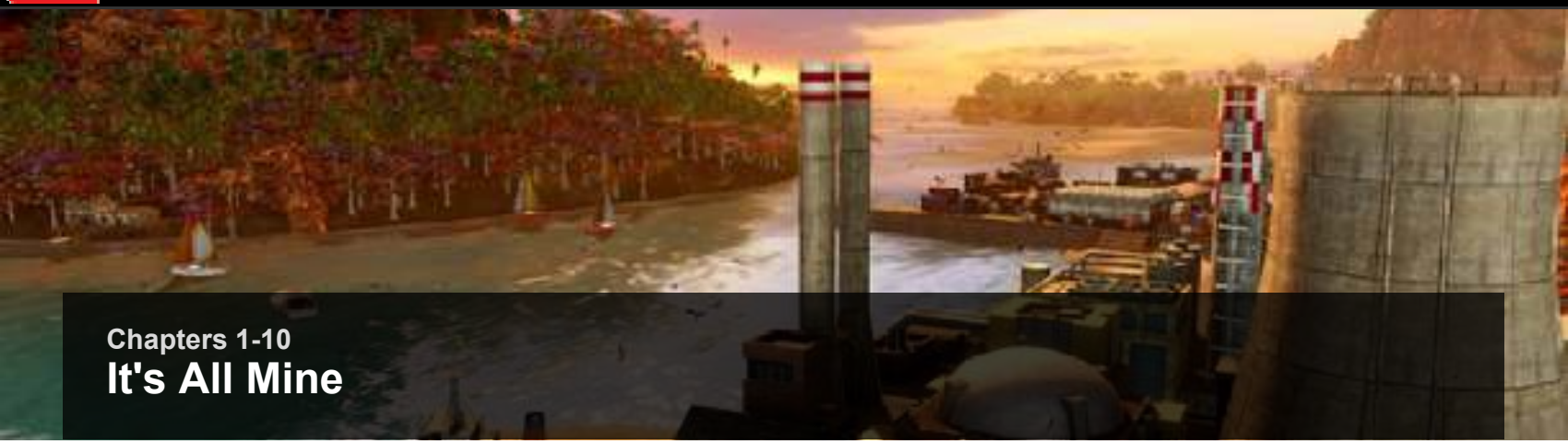
There's a lot to cover in this first map, for how relatively simple it is. Bear in mind that this map is the introduction to how the in game mechanics really work.

The basic ideas will always remain the same: attend to the immediate needs of the people, ensure they get food, medical care, religion and housing taken care of, all the while building up an economy.

Keep an eye out for Tasks that can help you fatten the treasury or your Swiss account, and regularly check your Almanac to keep up on the needs of the people.

Tip

After you have won a map, you can elect to move on, or you can stay on the map a while more, and grind out some achievements on your already developed island.



Chapters 1-10

It's All Mine

This next chapter's notes should give you some cause for concern. Isla de Hierro is apparently seismically unstable, a fact that has chased off corporations with far more money than you made on your last island.

But those are corporations. You are El Presidente, and you need the money.

Note

This map is your first real test, and can be somewhat difficult. To make sure things go smoothly, don't forget to construct the necessary buildings that keep your people happy and healthy.

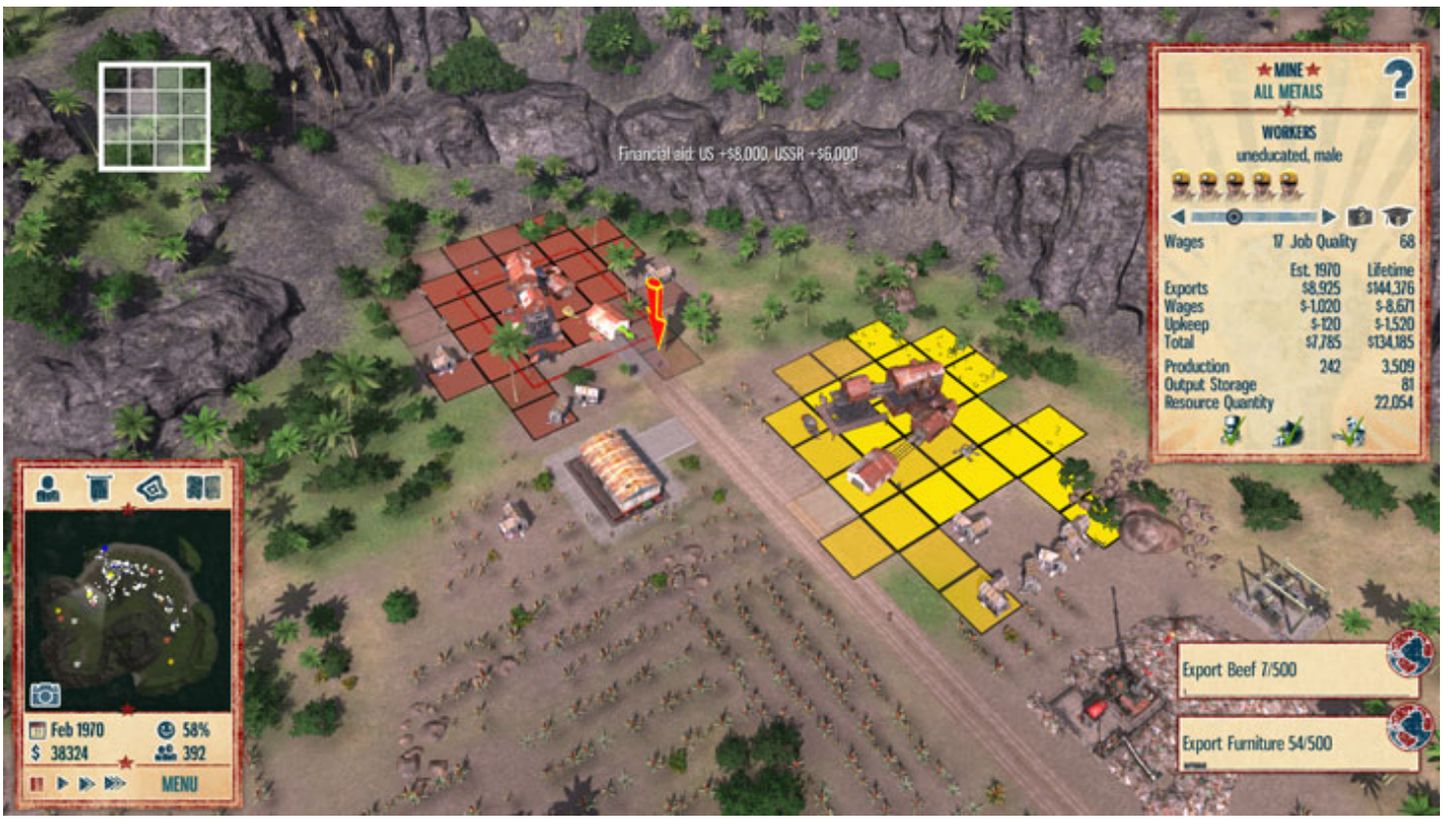
If housing and health cause you to take your time on this map, so be it.

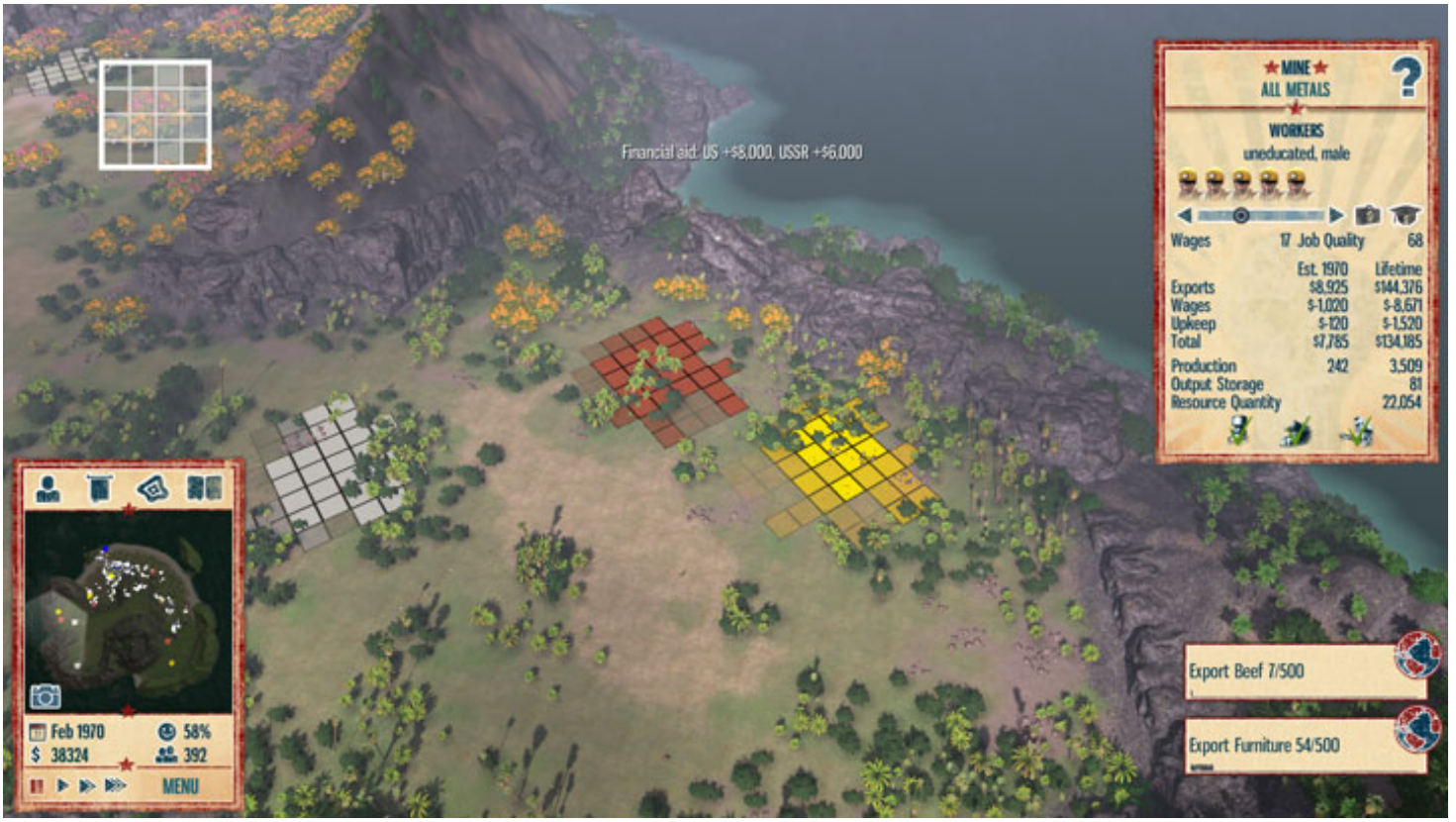
The map opens with Penultimo telling you that a wealthy CEO is looking your direction to possibly cut a deal on the island for $10,000. Your first objective is to build a mine.

There are two iron deposits that are relatively close by that you can use to fulfill this objective. As always, start by placing the mine, then build a road to it. Food is not a concern early on, as you start with good farms near the Palace.

When placing a mine, you can check what ore you want it to process which in turn will show you where known resources are on an island.

Use that early in any map to determine where resources that can be exploited are to plan your expansion.





Once the first mine is up, CEO Keith Preston will show up and pass you the promised cash, and ask for 500 units of Iron ore. If you've built two mines, this shouldn't take too long.

Consider using some of that extra money to start a cash crop field, as you'll soon find you will need all of the extra cash you can get.

You get a major choice of the chapter when Preston offers you another ten grand to lower the price of the Iron ore down ten percent.

You can take his money to your Swiss bank account, you can stick it in the treasury, or you could refuse to lower the price and get no money.

Whatever you choose to do, when you complete his request for 500 Iron, he'll give you $15,000 to your Swiss account. Not too shabby!

You'll find that early on, these Tropicans are not nearly as placid as the ones from before. Rebels are going to become a concern very quick. Take a look at your Almanac to see what you need to do to sooth the population.

Note

Early on, it's not financially feasible to crack down on the rebels hard, but be mindful that you need to consider getting an Armory and Guard Towers up and running to fend off traitors.

An Armory will require college educated students that you may not have early on, so be prepared to pay for foreigners to fill in the blanks. A full Armory means you'll be able to command an additional 9 soldiers, and that means 3 Guard Towers.

Tip

Start looking ahead, and build a high school if you can afford it. You'll eventually need to have a college and college-educated people.

Speaking of rebellions and general unhappiness, the Dock Workers tend to go on strike in 1953. Penultimo gives you a few choices: Bribe them, kill three of the strikers, or let them remain on strike.

The third can cost you productivity at the dock for six to twelve months, and depending on your stance, that may not be acceptable.

The bad news does not stop coming! The price of Iron has fallen worldwide by December 1953, and CEO Preston comes to you for another decision.

You can focus exporting Gold, Bauxite, or Salt. All of these resources are a fair distance away from your starting area, so consider what is worth more and what you can do with each resource before making a decision.

To help stave off some of the discontent, consider giving construction workers and miners a raise. (Not too much of one of course, give them more than an inch they'll take a mile.)

It's possible a Drought will hit the island, because apparently life just wasn't hard enough. The Environmentalist Sunny Flowers recommends water restrictions, which will cost you a paltry amount, but will also make your citizens less happy in the process.

The latter may not be something you can afford. Drought is especially dangerous because it will kill whole crop fields and can even start fires.

If you have the money, be proactive at watering the fields. Dried fields are marked with spinning icons, if you click on them, you can select to water them.

This can be expensive, especially if you' are agriculture heavy, but the consequences for neglecting this can be significantly higher. Fortunately, the Drought doesn't last forever.

CEO Preston offers a Task by the Palace for you to buy five mines of any kind. Take up the offer, as mining is going to be one of your key sources of income throughout this chapter.

Complimenting this Task is another where Preston offers to send prospectors to the island to uncover more natural resources.

This is worth the money, so don't hesitate. Once you have five mines complete, the price of mined commodities will rise ten percent. Finally, some good news!

Until an Earthquake hits, trapping miners deep inside one of your mines.

Penultimo offers you three choices: Rally the people of the island and gain +10 respect, claim that the lives of your miners are worth more than what they've been valued by foreigners and increase the price of ore by 5 percent, or request aid and get $10,000 in foreign aid.

Damage control should begin in earnest. Repair anything that got destroyed. If you've planted solid cash crops, this should be relatively easy.

China comes to the rescue and offers to send a $10,000 dollar drill to assist you. You have no choice but to pay for the help. Cue yet another Earthquake (just laugh, you'll feel better).

As it turns out, the drill you purchased had exploded, causing this new tremor.

You can blame China, and lose -50 reputation with them, blame yourselves and lose -10 respect from everyone, or blame the powers that be for a random result. Continue recovery efforts, and expect another quake in the very near future.

Tip

Your people's happiness should not be neglected during all of this. One thing to consider is to build a Power Plant.

If your citizens are still in Tenements and Apartments, power will give you access to Climate Control for those buildings. Electricity makes Hospitals possible, and they can assist with the health-care conditions on the island.

HOSPITAL

Miss Pineapple will suggest creating a Science Academy and relying on your own scientists (or hiring them).

The miners are (still) waiting for rescue (possibly years later)! Once you have the scientists you need, the drill is repaired.

Penultimo gives the choice to either attempt the rescue immediately, or milk the world for more funds.

The immediate rescue unlocks a final objective: you need to make $100,000 from ore exports. Finally, something relatively simple!

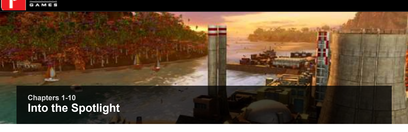
Tip

One way to make this Task move quicker is to extend the island power grid with substations so you can power the mines and access their upgrades.

Don’t buy all the upgrades recklessly, however! Make sure you buy the upgrades that improve the production of ore specific to each mine!

With that, the mission is complete.

If you’re still around by 1959, citizens will begin to demand elections. You have the usual choices of making a speech, not making a speech, or outright declining to hold elections.



Chapters 1-10
Into the Spotlight

Cara Libro has a unique problem: Exports are taxed by 20 percent by the British, cutting into the income you've gotten used to so far.

However, the tourism industry does not face that restriction. El Presidente wants fortune AND fame. The best way to do that on Cara Libro is to boost that tourist industry.

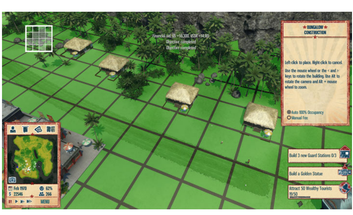
Your first objective is to build a Tourist Dock and five Bungalows. This island starts off with a dock on one beach, and opposite the island to it, an empty beach.

The empty beach should be where you place the Tourist Dock and the five Bungalows.

Note

When placing the Bungalows, note the colored grid that appears. Anything marked green is a good spot.

Penultimo will tell you that your trials on Isla de Hierro will give Cara Libro an extra $2000 every six months. This will prove useful.


CONSTRUCTION
Left-click to place. Right-click to cancel.
Use the mouse wheel or the + and - keys to rotate the building. Use Alt + mouse wheel to zoom.
Build 2 new Guard Stations $12
Build a Golden Statue
Attract 50 Wealthy Tourists

Get a clinic up early, to keep citizens from dropping dead in front of your tourists (and vice-versa). And despite the taxes on exports, the fields in front of the Palace are good for Sugar fields, and every little bit helps.

Tip

You can combine Trade Edicts and the Customs Office to boost the value of your goods. This works well for any real situation where exports are reduced in value.

Once the Bungalows are up and running, Penultimo will present three choices of tourist to cater to: Eco tourists, Spring Break tourists, or Wealthy tourists.

Each has their own preferred facilities and environments, so choose what you intend to support that falls in line with your island's needs.

After this, you'll get a free Hotel thanks to UN support. Place this in a 'green' zone. Once this is placed and built, Penultimo will give you the primary objective of the map: El Presidente needs to gather a million followers.

To do this, you have to accomplish the various Tasks offered on the island, while maintaining good conditions for the citizens and the tourists.

Don't feel TOO rushed to get every single task done, but recognize their value: This is where you're going to get the most followers. Simple enough, right?

Tip

Some Tasks will require buildings that need electricity, so have funds ready to make a Power Plant.

Caution

Natural disasters can still play havoc with your island. Tornados and Earthquakes can be expected. Have the funds ready to deal with these things.

At some point, Isla de Hierro will experience a disaster of it's own, ending the $4000 a year they provided.

To help boost tourism, you will need a Ministry, and you'll need to hire the right kinds of people so you can use the best Edicts.

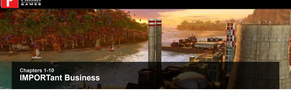
You can build schools on the island to educate the citizens, but it may be faster to just hire the ministers from overseas if you have the cash. You'll also need a TV Station to use certain tourism Edicts.

Later into the chapter, you'll have a chance to bring some of El Presidente's friends to the island.

Each friend has a requirement of some kind to fulfill before you can invite them, and each will have their own political fall out to deal with after their visit, giving you three choices to exploit their visits.

If you're looking to finish the map quickly, choose the options that provide the most followers, but be aware that you may make some people upset with your decisions.

Once you have the prerequisite million followers, the chapter is complete!



Chapters 1-10

IMPORTant Business

Yermo Encarnado is described as a barren wasteland with few resources to exploit, but with the help of Keith Preston and the island's proximity to international trade routes, El Presidente means to use this island as the next step in his quest for international power.

Preston sends some of his most educated workers to the island. Where you put those people is key.

Note

Penultimo has 'misplaced' the blueprints to farms and mines, so you can't build them. You're not expected to rely on them for this chapter. Food will be handled by cattle Ranches and imports.

Tip

Early on, consider getting a High School started. The heavy industry on the island is going to upset the Environmentalists, and high school makes make soldiers (and replacements).

You'll also want to consider a college to educate leaders for more advanced jobs and commanders for your soldiers.

The first step is to get a Customs Office set up. After this, Preston will explain the need to export canned goods. You're asked to build a Cannery or two to get things started.

You need to export 1000 units of Canned Coffee. Since you can't build farms on this island, enable imports on the Canneries to get Coffee from outside sources.

Consider upgrading them with a Packing House to boost production.

Tip

One Task that pops up early on is Penultimo's request to build a second Dock. Take up this Task, as it never hurts to have two docks to deal with imports and exports.

Preston will offer you $20,000 and 40 employees. If you're willing to take the hit to your respect, exploit these people and throw up another cannery. Make sure you have enough cattle ranches to feed your new citizens.

Tip

A neat trick early on is to build the canneries and ports as close to each other as possible, with roads connecting them that are short.

This way, the travel time from factory to the docks is short, and you can cram more goods on the dock before each boat arrives.

It doesn't hurt to have housing near the canneries, so the workers don't have to travel far to get home.

Penultimo will interrupt your work by informing you of a strike among the workers. You can choose to create a Cosmic Pin to appease them or turn one of the ruins on the island into a dungeon.

They will continue to be less than pleased with your efforts even if you do make the Pin, and will ask for Mansions!

Penultimo will offer the alternative giving them prison time, which will cost you respect on the island, but increase productivity.

After 8 years on the island, Preston is not happy with the speed of the work going on. He presents an ultimatum: Export $100,000 worth of goods in the next 8 years, or lose the island.

This is not as hard as it sounds, as long as you keep on top of your canneries and other producers with regular Presidente visits, and ensuring you're allowing imports of goods they need to use, you should easily make this goal.

Once you've ensured the export business of the island, Preston wants to see the power grid improved. Generate an additional 121 power supply.

You can do this by manning a Power Plant with workers, but you may not have the people on the island to produce into the workers you need.

If business is good, you can always hire foreigners, or you can build the necessary College if you already haven't.

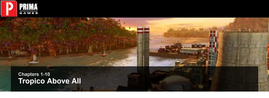
Note

Preston will offer a Task that demands you make $500,000 off of exports. He'll also interrupt you with an offer to send over 3000 units of weapons to another country, which can help accomplish that export objective.

He will continue to provide Tasks that feed off of the Weapons Factory, so it can be a very lucrative deal.

Once the Power issue is resolved, Preston will still say that investors don't believe in Yermo Encarnado. To fix this, a Shopping Mall is suggested. You need to import 500 units of Luxury goods as well.

After this, you'll be offered one final Task: Hire 40 factory workers. You can actually have this objective completed well before it's even given to you. Once this goal is reached, the Chapter is concluded.



Chapters 1-10
Tropico Above All

Despite your earlier successes, the UN doesn't think much of El Presidente's Caribbean banana republic. The new plan for world recognition is to top the list in six categories.

Penultimo gives you the first three to choose from at the start of the mission:

The World's Largest Papaya
The World's Largest Mustache on a Woman
The World's Smelliest Goat Cheese.

Caution

Tsunamis are a head to your early game economy here, and are seemingly more common. In one early game instance, this Presidente lost every. Single. Farm and Clinic.

The World's Largest Papaya:

Choosing Papaya is not a bad start. Papayas can feed the people, always a good thing.

You start off with two farms that can be switched immediately to Papaya production, leaving you with two more you need to build with your own money. This leaves some money available to get a Clinic and a Tenement built.

The starting Shanties aren't very good housing for your people.

Nothing is ever easy for Tropico. As soon as the farms are done, Brumhild Van Hoof informs you that war and bloodshed had temporarily suspended the hunt for the Largest Papaya. At least you have food, right?

Penultimo is not dissuaded. Your next objective is to have a Horticulture Station near all four of your Papaya farms. This prompts Van Hoof to raise building material costs by 50 percent.

This is an easy objective to accomplish if all of your farms are relatively close to each other; you can have a single station cover them all.

The World's Largest Mustache on a Woman:

To accomplish this, you need to get overall happiness up to 55 percent. This will require better housing, as well as the usual needs satisfied.

This is a tougher objective than the Goat Cheese or the Papaya, and can take a lot longer to accomplish. To boost happiness to 55 early on, you ll find that you will need lots of money. Coffee farms can help solve that.

Tip

One way to improve the housing side of things is to build actual Houses. While they don't serve as many people as tenements do, you can lower the cost to live in a house to entice more citizens to use them.

That, combined with Tenements, can really improve the living standards on the island. Also, demolish the old shanties to help 'entice' citizens to stay in the better housing.

Tip

A Newspaper improves liberty, and in turn, improves happiness.

Tip

The right edicts can also go a long way. Social Security and Tax Cuts are good short term enhancements.

When you manage to hit 55 happiness, Van Hoof claims you can't win this record, as her daughter deserves it more. At least your people love you more than the rest of the world loves Van Hoof.

Penultimo is not deterred, and decides that the best way to beat her daughter is to shave off her mustache. This complex and dangerous operation requires 7 soldiers to Oscar Mike to the L2 and engage the HOT from BVR.

An Armory with one General and a Guard Station can solve this easily. As with other paths, Van Hoof will try to make this difficult by making buildings cost 50 percent more, but if you have a good economy, you can more than take the heat.

The World's Smelliest Goat Cheese:

Compared to the the Mustache choice, this path is much easier. You start off needing to build 6 goat Ranches.Van Hoof says you can't get away with this cheesy nonsense.

Penultimo's response is of course to forge ahead. You need to get a Garbage Dump built near six of your goat Ranches. If you do, the price of Goat Cheese goes up by 100 percent!

Tip

Always take advantage of commodity increases like this and send El Presidente on a visit to boost production

Fortunately, nobody likes Van Hoof regardless of whatever path you choose, and you get $20,000 for standing against her. Van Hoof returns the building prices back to normal, but threatens to taunt you a second time.

You now have to achieve five other world records over the course of the chapter, and they should start appearing on the map as Task Icons. Use some of that money you got to get a Church and a High School running, if you already haven't.

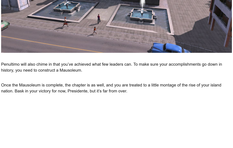
Task icons begin to show up over your island, and this begins the second phase of the chapter.

Each major Task is aimed at getting you to construct buildings for very specific purposes (and sometimes in specific ways) in order to achieve the 5 needed World Records.

Additional help comes when Penultimo reminds you that you can receive $5000 for every journalist that comes to the island.

Once you've taken five world records, a new Task will interrupt your ruling. Rebel leader Moreno wants to test your island's army, and they are considered a rough opponent.

You can pay him $5000 and he will only send five soldiers. By now, you likely have an Armory and enough Generals to make short work of a mere five rebel scum. If not, use some cash to get Guard Stations up and running.



Penultimo will also chime in that you've achieved what few leaders can. To make sure your accomplishments go down in history, you need to construct a Mausoleum.

Once the Mausoleum is complete, the chapter is as well, and you are treated to a little montage of the rise of your island nation. Bask in your victory for now, Presidente, but it's far from over.

Chapters 1-10

Bickering Factions

The introduction to the island of Santa Teresa warns of simmering political tensions that threaten to boil over, as well as increased rebel resistance for above the norm.

You'll have to juggle appeasing all the right people with favors and bargains, while simultaneously maintaining an iron wall of protection against those who would overthrow you.

Early on, Manco Moreno warns you to meet lightly on the people, or he will not be so light on you. There are points in this chapter where you are expected to side with one faction while incurring the wrath of another.

Of course, the Tropican weather will go out of it's way to make things more difficult.

This chapter will teach you the value of the Ministry, and some of the more hard-Edicts you have at your disposal.

Caution

As you're going to quickly need to appease (and suppress) the people, start some cash crops as you afford doing so. Sugar grows well near the starting area, so keep that in mind when industry becomes a concern.

Almost immediately after starting out, you're given a choice: Side with the Communists, or side with the Capitalists.

Side with the Capitalists:

The Communist Faction Disaster – Rebel Incursion is going to be a thorn in your side.

Your first task is to get a tourist dock and three hotels up and running, and your reward will be $15,000. Your early options to set up Hotels are limited at first.

Try to keep the hotels closer to the beach and connected to the tourist dock, while keeping them in the in the greenish placement grids.

Once the Hotels are up and running, Moreno signals that it's time to bring you down. Fortunately, your advisors eventually manage to end the Faction Disaster, but the message is clear: you're going to need a better army.

Tip

One optional task that will appear is to build a Stock Exchange. This can improve your income, so consider it. You will need a Minister of Economy to do this.

Once the exchange is up and staffed, you can welcome foreign businesses to your soil.

You will have to set up the utilities they may need to operate, or they will go bankrupt. Keep that in mind when inviting over those businesses, as your financial state determines what you really can afford to host.

The Rebels can take hostages at your Hotels. You can either bush up the incident at no negative cost, pay the ransom, send in the army, or refuse to negotiate and lose tourism ratings.

As you continue the chapter, the rebels will continue to harass your income generating tourist areas. You'll have a variety of options available to deal with them based on what buildings you have constructed.

Tip

If you have the money to spare, consider the Edicts that stop Rebel attacks or blunt them in some way. Letting them run free can be more costly in the long run.

Side with the Communists:

Your first order of business is to recruit 30 farmers. This is easily done, and you can use this as a reason to get two Sugar fields up and running as part of this objective.

The Capitalist Faction Disaster will cause you to lose 20 percent of export profits, but that's not a big loss considering you will need to wait six months at least for your cash crops to even see the effects.

Tip

A second Construction Office can help get things rolling a little faster.

Regardless of your choice, Manco Moreno will find reason to attempt to overthrow you.

After dealing with the fallout of your first political decision, another hard choice is make comes up right away. The Militarists want a bigger army to deal with the rebel threat. The Intellectuals don't agree.

Side with the Militarists:

You need to get 12 soldiers to satisfy the request of the militarists. Start with an armory, and get guard towers up with each general that comes to the island.

The Intellectual Faction Disaster will prevent anyone from graduating out of schools, but if you've sided with the Militarists and the Capitalists in order, you likely do not have the money to be opening schools in the first place.

Eventually, the faction disaster ends, and schools will function normally, get a High School up and running to help make soldiers.

Tip

A Task to build an Army Base will soon appear, regardless if you chose to side with the Military or the Intellectuals. You'll have to face the rebels sooner or later, so consider getting one started to care for your soldiers.

A Task will show up near the Palace. Porcelino believes the Rebels are being incited by a faction in secret. To find this out, you need to establish the Secret Police.

This will require a Ministry, and a Minister of the Interior before you can establish this HQ.

Secret Police structures can be made out of regular Police buildings. Restaurants, Cabarets, Immigration Offices, and Churches, but the original purpose of the building cannot be fulfilled after conversion.

Once you have the 2 secret agents you need, you uncover that a foreign power is responsible for the rebel uprisings.

The rebels are not deterred by the secret police, and will be taking hostages at your hotels, if you've sided with the Capitalists.

Side with the Intellectuals:

Max Pineapple points out that you don't need soldiers unless they are attacking your palace, and instead wants to use funds for his Rebel Defense to seek intelligent life beyond Tropico.

Get started on those as quick as you can while juggling your other responsibilities. When constructed, the dishes will prevent a rebel attack.

A third decision point involves you aiding either with the Environmentalist or the Religious factions.

Side with Environmentalists:

The Environmentalists will request you build a Horticulture station and 3 Garbage Dumps to help clean up the island. The Religious Faction Disaster will cause any who visit a Church or Cathedral to have respect for you.

Side with Religious:

Reverend Esteban needs you to build a Christ the Savior statue to satisfy the least religious bet ever. This is a very expensive structure, so it may take some time before you can build it.

Caution

Don't commit to buying the statue too quickly unless you have a good enough cash surplus to help fend off other troubles you'll undoubtedly be fielding at the same time.

The fourth major decision point is between the Nationalists and the Loyalists.

Side with Nationalists:

The Nationalists want you to start a Nuclear Program on the island. At $72,000, don't expect to get this started right away, especially since it needs power to even run.

Get a Power Plant going first, then concentrate on securing your rule by getting your citizens the necessary schooling they need to take advanced jobs.

Caution

Much like the Savior statue, this can test the bounds of your economy. Prepare to settle in for a longer haul.

The Loyalist Faction Disaster will cause any Loyalists to doubt your leadership, and they will leave the faction one by one until they are appeased or until none are left.

Side with Loyalists:

You will need to build a Mausoleum to satisfy this faction. At this point, you will have a significant rebel threat to deal with, so make certain you are keeping your military happy and well staffed.

The Nationalist Faction Disaster will make life a little more interesting for you and any foreigners on the island. This is why you have the police and military around to prescribe Excedrin Headache 162 to these dissidents!

With the final set of faction-based objectives completed, Moreno offers a final ultimatum. Capitulate within two years, or the Palace will be destroyed, along with you.

Another Task will appear near the palace. Recruit as many soldiers as possible before the final battle.

For each one, you will get $500 dollars towards your Swiss account! Rebel attacks will be constant as part of the level up to the final battle, so remain vigilant and get those Guard Towers up and running.

If you haven't yet, signing the Military Modernization Edict will also help your cause.

Once the final battle has come and gone, Chapter 8 is complete. You have no idea who was supporting Moreno, but victory is victory.

Chapters 1-10
Crysis

The Cold War is ramping up, and the USSR and US are pointing sharp sticks, nuclear weapons, and other fun things at each other.

Your Presidente has a plan to exploit this to Tropico's advantage, and with luck this won't turn into a Bay of Pigs or anything else unpleasant.

Caution

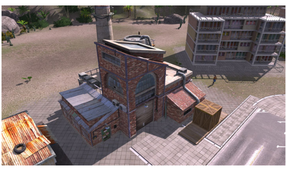
Right away, you're introduced to a friendly little thing called DEFCON. The gauge starts at 5, and if it falls to 1, the world goes to nuclear war, and everything dies.

Neat! As the chapter progresses, you will be offered Tasks and political choices that can lower the DEFCON level, as well as reputation with the US and USSR.

Weigh carefully what you choose to do, and if you're going to do anything that lowers the DEFCON level, make sure you'll have the money to dig back out of it afterwards.

Tip

There are plenty of mines you can make use of on this island to help fund your growth. Don't hesitate to expand out as far as you need to exploit these resources.



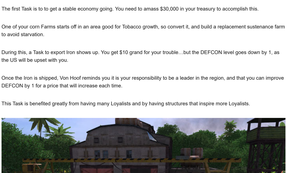
The first Task is to to get a stable economy going. You need to amass $30,000 in your treasury to accomplish this.

One of your corn Farms starts off in an area good for Tobacco growth, so convert it, and build a replacement sustenance farm to avoid starvation.

During this, a Task to export Iron shows up. You get $10 grand for your trouble…but the DEFCON level goes down by 1, as the US will be upset with you.

Once the Iron is shipped, Von Hoof reminds you it is your responsibility to be a leader in the region, and that you can improve DEFCON by 1 for a price that will increase each time.

This Task is benefited greatly from having many Loyalists and by having structures that inspire more Loyalists.



When the $30,000 is in your treasury, Antonio Lopez celebrates, and says this is a good time to build a Weapons Factory. Simple enough, build one to complete the task.

What could possibly go wrong with peddling weapons during the Cold War?

Penultimo will come in during this time with some exceedingly bad news: A coup on St. Clara was possibly backed by the USSR, and now it and the US are eying Tropico.

From here on out, any Rebel attacks and coups will lower the DEFCON rating.

When Van Hoof says a crisis will result in the US lowering the DEFCON level in six months, take this seriously. The US will lower it by two, so be aware of what you can do to keep it above 3.

Tip

Rebel attacks can be handled discreetly with the right Edicts.

Tip

Two ratings that fall down quickly in the Almanac are Liberty and Environment, and this can lead to rebels you can't really afford to have attacking you.

These can be addressed with a Newspaper and Garbage Dump respectively. These are good bargains early on, since they don't require electricity and can cover your starting area nicely.

You'll be tempted by various offers to accept military assistance from either the USSR and the US, and they can provide military assistance you may need.

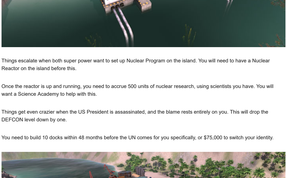
You can also reject their assistance and move the DEFCON back up by one. Remember to walk that fine line carefully. This series of objectives include in order: building an Armory, 3 Guard Stations, and having 20 soldiers.

Things escalate when both super power want to set up Nuclear Program on the island. You will need to have a Nuclear Reactor on the island before this.

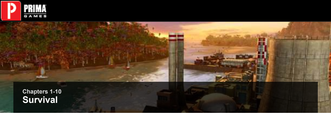
Once the reactor is up and running, you need to accrue 500 units of nuclear research, using scientists you have. You will want a Science Academy to help with this.

Things get even crazier when the US President is assassinated, and the blame rests entirely on you. This will drop the DEFCON level down by one.

You need to build 10 docks within 48 months before the UN comes for you specifically, or $75,000 to switch your identity.

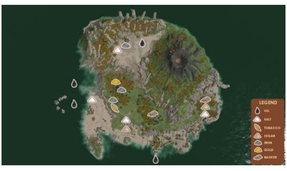


You've lost everything, you're a wanted fugitive, and you still don't know who has been plotting against you, but you're still alive.



Chapters 1-10

Survival



You've been screwed out of everything you've fought for all this time. Your foreign allies have abandoned you. All of your fame and fortune is gone.

But you do have a plan for a come back. Isla Oscura, a former penal colony, has a bit of a crime problem. But that's not going to stop El Presidente, is it?

Right away, your first major goal is to get a Police station and a Prison up and running. Penultimo reminds you to get a basic economy going too. Sugar fields have good potential near the starting area.

Tip

This island has some potential for tourism, if you're able to control the crime problem. You start near a fairly large beach. You aren't going to see big returns on it without a big investment, though.

As you're building up your new economy, Penultimo offers to send a secretive letter to the new US President Nick Richards to explain your situation and innocence.

With no reply, you send one to the CEO Keith Preston. No luck. Finally you try Generalissimo Santana. Worst luck ever, he's climbed into your palace and snatched your cigars up, and is definitely one of those who plotted against you.

You'll soon be contacted by Don M, who has a problem with your War on Crime. He gives you a suitcase with $10,000 that you can put in the treasury, or into your Swiss Bank account.

A Task from Father Esteban will appear. Prohibition is being requested by some shady folks.

If you have a Minister in the right position, you can sign the Edict and get a cool thousand bucks in your Swiss account every year. Father Esteban finds the men behind it all suspicious...

Later, a concerned citizen will 'warn' you that some buildings might catch fire totally by accident' unless you pay $5000. The cost of the ransom is cheaper than not paying it and trying to extinguish the flames for $3k a pop.

However, you can fight it with a proper Fire Station or two. Be careful accepting (or offering) bribes being presented. You can potentially lose elections because of it.

Tip

An important Task to take on is one to build three fully manned Guard Stations. The local crime lords are supplying Rebels, and if the problem gets out of hand, you'll need the fighters.

Once your Prison and Police Station are set up, you need to arrest five criminals. This can take some time if you leave it to the officers themselves.

Look for citizens walking around with an exclamation point over their head, and click on them. Their info should say that they are a criminal. Manually select the Arrest option.

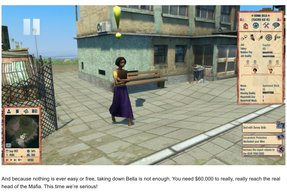
Once you arrest 5 criminals, it turns out that you need 3 Secret Agents to get to heart of the matter: the Mafia Dons. Sign the Secret Police Edict, and take the fight to them.

Once this is complete, you'll need to amass $20,000 to grease a few palms and find out the identity of Don Amelio.

With that done, you can arrest him, kill him in the streets, or simply 'make him disappear'. Down an elevator shaft. Onto some bullets.

Unfortunately, the Mafia strikes back, and you lose your 3 Secret Agents. They'll need to be replaced.

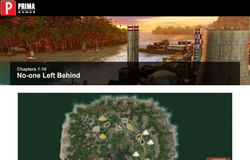
Once that happens, you find out the real head of the Tropican Mafia: Donna Bella. She needs to get disappeared too.



And because nothing is ever easy or free, taking down Bella is not enough. You need $60,000 to really, really reach the real head of the Mafia. This time we're serious!

Don Moriarty is the seed of crime on Isla Oscura, and he has to go.

Isla Oscura is free of the Mafia, and with that the Chapter comes to a close. Abandoned and forgotten by his friends, and betrayed by Generalissimo Santana, El Presidente begins to plot vengeance.

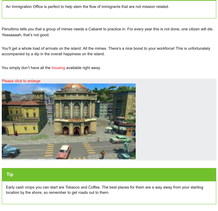


Chapters 1-10
No-one Left Behind

Nueva Esperanza is El Presidente's next stop for vengeance. There are few people living there, but your plan is to attract as many citizens as possible to help drive the machine you need for vengeance money.

Caution

In El Presidente's thirst for vengeance, he/she ignored the fact that you're right next to a Volcano at the start. Don't get caught brickabed, and have funds set aside for a rainy day (of fire and ash).



You start with only 30 citizens, so you will want to attract workers fairly quick, but things will improve fairly swiftly.

This Chapter will throw immigrants at you, so you'll need to be prepared to keep a steady economy flowing, while also accomplishing the objectives AND providing housing for everyone.

Tip

An Immigration Office is perfect to help stem the flow of immigrants that are not mission related.

Penultimo tells you that a group of mimes needs a Cabaret to practice in. For every year this is not done, one citizen will die. Yeeaaaaah, that's not good.

You'll get a whole load of arrivals on the island. All the mimes. There's a nice boost to your workforce! This is unfortunately accompanied by a dip in the overall happiness on the island.

You simply don't have all the housing available right away.

Please click to enlarge

Tip

Early cash crops you can start are Tobacco and Coffee. The best places for them are a way away from your starting location by the shore, so remember to get roads out to them.

Tip

There is a Iron mining location very close to where you start. Exploit this ASAP.

Lawyers are the next threat to the island, and they threaten to turn citizens into rebels. You can stave this off with a Grade School.

With that, your next task is to get a Llama Ranch running to export 500 units of Wool.

Once the Wool is delivered, you get word that Canvale will be sending 50 unbreakables your way. Their shoddy workmanship will ruin your commodity prices, so Penultimo suggests that a pair of Shopping Malls could help offset that.

While you are getting set to build your Shopping Malls, you're asked by Penultimo if you want to boost your prices by sticking 'Made in China' on them. You can either upset your workers, or China with your decision.

A Llama Flu epidemic hits the island, which also prevents you from getting any more new immigrants (unless they are foreign specialists). The quarantine is eventually lifted.

With the Malls up and running, you get word that 50 starving artists are coming to the island. This upsets the military, and will continue to do so until you construct a Museum of Modern Art.

With the hipster trash of Tropico satisfied, now you have to contend with 50 dirty pirates. This objective is expensive to set up. You need a Tourist Dock, a Hotel, then you can call in the Luxury Liner.

With the Liner complete, Penultimo says you need to hire 10 doctors to pretty up the 40 disfigured circus rejects that are headed your way. By now, you should have a power grid, so two Hospitals and a Clinic can deal with this mission.

And now the final challenge: Have $1,000,000 in your treasury. At this stage of the game you might be hurling on the production side of your economy.

There are ample resources to mine across the island, but fortunately the money doesn't need to come entirely from your own economy. Help from your immigrant friends also becomes available as Tasks.

The mimes want a Zoo to practice a play in. Don't ask too many question.

After the play is practiced in the completed Zoo, you need to build an Airport to get the mimes to Broadway.

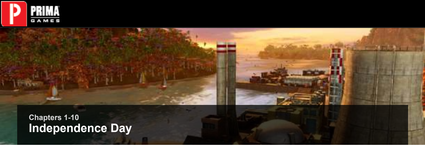
Once 'Silence of the Llamas' (there's a theme I'm sensing here) is a smash hit in Broadway, you get $300,000!

The pirates you took in need 1000 Lumber to build a new ship and search for a new treasure. Another $300,000 in the bank!

The UN will finally ask you to have 15 Professors on the island. If you've been keeping up with your other responsibilities as a leader, this can be completed the moment you accept the Task. Another $300,000 is awarded to you.

Your economy should be strong enough at this point to more than provide the rest of the cash. If not, there is yet another opportunity to gain $300,000 for suing a foreign nation.

With these four opportunities, you should be more than capable of meeting the goal and closing out the chapter.



Chapters 1-10
Independence Day

You're going to live on. You're going to survive. On Isla Desconocida, where the most worthless people ever reside, you're going to take this European colony, and make it celebrate its independence day.

Whether they like it or not. The first Task is to get a Ministry up and running.

Now to start trouble! Run up a $5000 debt. This is a good excuse to get necessary facilities for the people up and running early than usual. A Coffee cash crop is possible close to the starting area. Exploit that as hard as you can!

To 'help' you along, any freighter that stops at the island is going to charge you $1000. Milk the early game income you can develop before going into debt for the Task.

Penultimo will have a Task that involves the Print Money Edict. Consider it carefully, and remember that there are plenty of ways to anger the superpower without causing your building prices to increase.

Once you're in debt, Britain's ambassador presents you a roadmap to a brighter colonial future, and the first step is to build a Pub. The road is going to be long, bumpy and mostly blurred, it seems.

After the Pub is finished, you need to build 5 Houses. And here is where the pubs and houses come in. People living decently, while drunk, will become Monarchists, and you need 40 of those for this next step. Make sure the Pubs are easily reached by house residents.

At last, you can build advanced structures, and get the island really going. You no longer have to pay for the cargo ships arriving at your dock, and the US gives you a dubiously warm welcome to democracy.

There are numerous Tasks you can take up to curry favor with the EU, but remember to keep your eyes on the prize of independence.

Agent Sasha arrives to welcome you to the glorious workers' revolution. To start with, you need 20 factory workers. If you've been making Canneries, this is simple.

Next, you need power. 300 Mega Watts of power. You can take care of this with two fully staffed Power Plants, if you have the money. A nuclear reactor also helps considerably, if you have the cash for one.

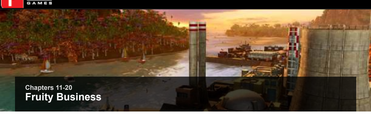
Next, your Ministry now needs to be set into The People's Committee mode. In essence, this is supposed to increase people's predilection to vote for you.

It also means you're firmly in the camp of the USSR. The US will offer you $20,000 that you can either put in the treasury, put most in the treasury, or all of it in your Swiss Bank account.

After this, you need at least 130 Revolutionaries. If you placed Pubs near Houses and other living spaces earlier, you might actually already have this objective complete. If not, get Pubs up to guarantee the revolution.

Unfortunately, a revolution of a different kind begins. Traitors rush the Palace in the largest display of civil discontent seen thus far, intending to end your rule.

If you have enough Loyalists (and a decent army) of your own, you can hold them off easily. Win this battle, and the chapter closes.



Chapters 11-20

Fruity Business

Now we strike at one of the traitors who dared to call El Presidente friend: CEO Keith Preston. The plan seems simple enough: Take over his fruit business.

Of course, the introduction screen mentions that the CIA is closing in on El Presidente. Perhaps you can be a second Castro and be unkillable for decades?

To compete with the Child Labor used by Fruitas LTD, you need a strong workforce quickly. Your first Task is to get an Immigration Office up and running.

Once built, make sure it is set to open doors, and start working on getting your fruit and food supply up and running. This next objective requires six working farms, and you already start with two Corn farms.

The starting area has land excellent for Papaya farming. Get four Papaya farms running, and leave the starting pair as Corn farms.

Tip

Near the 'fruit belt' at the starting zone, their are a pair of metal mining resources to be exploited. Keep those in mind for later in the chapter. Heavy industry will play a role.

With the farms up, set up the local infrastructure to get the fruit to the docks as quick as possible. You need to export 1000 Agricultural products to become a thorn in Fruitas' side.

With your exports up and running, you need to buy 5 percent of Fuitas LTD's shares. You can buy them in 1 percent increments. Don't rush! You have to maintain the rest of the island economy and happiness!

Preston isn't fooled by your subtle trickery, and lowers the price of your commodities by 20 percent. If hardball is what he wants, hardball is what he gets.

You need three factories up and running for the next Task. Don't stick with just fruits this time, use the Iron veins to fuel a weapons factory.

Convert some of the Papaya farms to Pineapples if they are in a good zone for it, then get at least one Cannery to help boost the money you get out of it.

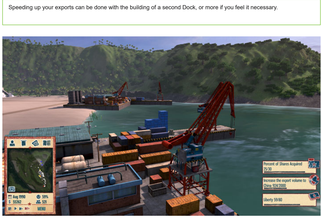
Tip

In the transition to Pineapples, you might find your economy slacks a bit. One way to boost production in those farms is to have a Horticulture Station nearby set to Organic Agriculture.

With your Factories ready and producing, you need to now purchase 30 percent of Fruitas' shares, 5 percent at a time. It will cost you $15,000 a hit, so your economy really needs to be up to snuff.

Tip

Speeding up your exports can be done with the building of a second Dock, or more if you feel it necessary.



Preston isn't going to take this lying down. Penultimo discovers he's sent the Syndicate to deal with your industry decisively, through propaganda and misdirection, and maybe some violence.

You can respond with force yourself, or set up your own propaganda through the movies. There's also the option to bribe them for $40,000, but that money could go towards buying shares.

Once you get to 30 percent, Preston flexes his money muscle, and you're back down to twenty percent of the company. It will cost you $20,000 for 5 percent now. The goal is fifty percent.

Your economy should more or less be able to build up the money by itself, the trick to speeding the process up will be investing in more factories that can produce the goods that will sell the best.

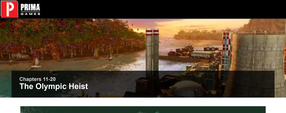
With 1 percent left to go, you decide to send in ninjas to secure your victory. To contact them, you'll need to set up a Secret Police station and have 3 Secret Agents on hand.

But proper Japanese ninjas are too awesome and expensive to afford, so you decide to hire Chinese ninjas. To avoid suspicion, you need to set up a USSR Trade Mission Edict. This will require an Airport.

Once you have the Airport, send the trade delegation to Moscow with the Edict. The cost to hire the ninjas to steal the last one percent of the shares is $100,000.

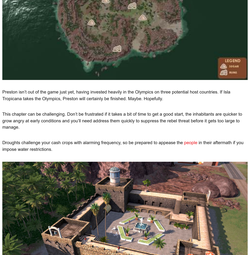
As always, keep an eye out for opportunities to boost the strength of your exports, and let the factories take care of this for you.

Hire the ninjas, and surprisingly they don't manage to fail, and you own Fruitas LTD, and with that the chapter.



Chapters 11-20

The Olympic Heist



Preston isn't out of the game just yet, having invested heavily in the Olympics on three potential host countries. If Isla Tropicana takes the Olympics, Preston will certainly be finished. Maybe. Hopefully.

This chapter can be challenging. Don't be frustrated if it takes a bit of time to get a good start, the inhabitants are quicker to grow angry at early conditions and you'll need address them quickly to suppress the rebel threat before it gets too large to manage.

Droughts challenge your cash crops with alarming frequency, so be prepared to appease the people in their aftermath if you impose water restrictions.

Your first mission is to generate 50 MW of power. You start with more money than usual on this level, but don't let that rush you into going straight for the goal right away.

Take time to handle the basic needs of the people too. Also, take a look around at the ruins on the island. The Olympics are a big tourist event, and you can always convert ruins into attractions (or prisons, if need be).

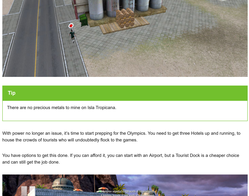
One reason you shouldn't rush straight for the Power Plant is to handle the sudden influx of 35 immigrants Preston sends your way.

To avoid serious civil discontent, you need to find them jobs, and you need to find them housing. An early High School is a big help, as always.

Tip

Sugar grows really well near your starting location. Consider getting a field or two started away from the city, and set up Teamsters near by these farms to help move the product faster.

Once you have good Sugar growth, get a Rum Refinery or two.



Tip

There are no precious metals to mine on Isla Tropicana.

With power no longer an issue, it's time to start prepping for the Olympics. You need to get three Hotels up and running, to house the crowds of tourists who will undoubtedly flock to the games.

You have options to get this done. If you can afford it, you can start with an Airport, but a Tourist Dock is a cheaper choice and can still get the job done.

As you construct the Hotels, Preston will explosively interfere. You're getting to him!

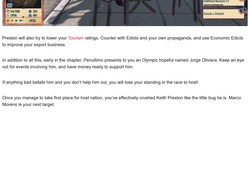
Unfortunately, some members of the Olympic committee die of Llama Flu. You need to build two Clinics to look like you're doing something about the disease.

You can have this already complete if you built them earlier in the chapter. After this, you need to get 12 Police Officers for the security of the games. Two Police Stations and a Prison can take care of that.

Now for the endgame with Preston. You need to reach 1st place among all potential host nations. A variety of Tasks will appear that you must accomplish to be able to claim victory in this chapter.

Keep scanning the island for them to appear, and take them on as quickly as possible. He will routinely use his connections to lower your place in the competition.

Strengthen your economy so you can afford the heavy spending you'll need to do to fight back effectively.



Preston will continue to interfere with your progress, sending in an agent to bomb another building, while also attempting to ruin your export business.

You need to get a Secret Agent to find this terrorist to do unkind things to him. With the Secret Agent hired, you find out that you have not one, but five suspects.

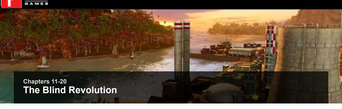
Arrest, kill them, or arrange an accident or five, it's your call. The bombings will continue until the bombers are all off the streets!

Preston will also try to lower your Tourism ratings, Counter with Edicts and your own propaganda, and use Economic Edicts to improve your export business.

In addition to all this, early in the chapter, Perrultimo presents to you an Olympic hopeful named Jorge Oliviera. Keep an eye out for events involving him, and have money ready to support him.

If anything bad befalls him and you don't help him out, you will lose your standing in the race to host!

Once you manage to take first place for host nation, you've effectively crushed Keith Preston like the little bug he is. Marcio Moreira is your next target.



Chapters 11-20
The Blind Revolution

Marco Moreno is next on your list of targets, and El Presidente has a plan to make good use of the traitor. On your new island, your pet and mascot El Toucan goes missing, and you'll need to construct a Newspaper to help find him.

Tip

Sugar grows well near your starting zone. Make use of that and consider getting early Rum Refineries going as soon as the money becomes available. There is also a Salt and Iron Deposit that can be exploited in the general vicinity.

Once the Newspaper is up and running, Nick Richards contacts you again with an offer; he can give you a new Nuclear Reactor, or he can give you $30,000. Either one is tempting.

There's the enrichment scheme you can milk, but you'll have to remain on good terms with the superpowers in order to buy the necessary uranium to run it and it can be expensive.

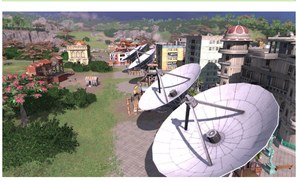
Note

El Diablo interrupts and says you need to make at least 100MW of power to start an energy exportation business. Complete this, and you get a $1000 a month for your trouble.

Miss Pineapple will also step in and request a Radio Station be built so she can help find El Toucan.

Tip

An optional Task appears near the Palace, saying you can set up a communications business with five Radar Dishes. This is a good deal, as the dishes can prevent subversive rebel activity.



She doesn't find the bird of course, that would be too easy. She does detect strange radio waves, however. Fortunately, you don't have to look very long for the bird as Marco Moreno contacts you and says he has the bird hostage.

You can give him $40,000 for the bird, or you can defeat the rebels in combat. You can also use the money you could give him against him instead. Sign the Military Modernization Edict to help balance the odds for your own army.

Of course, if your economy is strong, $40,000 might be easily handled.

Note

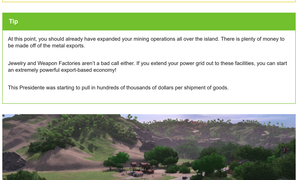
If you're really unlucky, like this Presidente was, you can have an earthquake level your power source as well as get hit by a hurricane at the same time, just before a Rebel attack!

Tip

At this point, you should already have expanded your mining operations all over the island. There is plenty of money to be made off of the metal exports.

Jewelry and Weapon Factories aren't a bad call either. If you extend your power grid out to these facilities, you can start an extremely powerful export-based economy!

This Presidente was starting to pull in hundreds of thousands of dollars per shipment of goods.



You are given a choice if you pay or defeat him: Support his worldwide revolution, or wipe the rebels out. All of them.

Choose to Wipe them out: You will be given the task to bring your military power to 100, which will involve various Tasks you can select around the island.

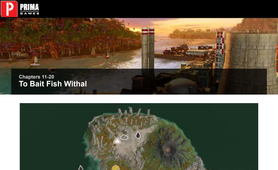
You'll have to build the requested buildings or have the requested number of soldiers per task, but it's all in preparation to pound some sense into Marco Moreno!

The moment you break 100 units, the war and chapter are over, and Moreno is your pet minion to sic on the remaining traitors.

Choose to Side with the Rebels: Yawn. It's this Presidente's opinion that you chose…poorly. Any option that does not involve the creation of a Nuclear Weapons Program is lacking in real zest!

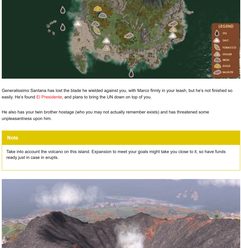
This is more or less the same as wiping him out, but it's a more peaceful endeavor. Raise his satisfaction with your rule to 100 by accomplishing the tasks set before you.

Throughout both paths, you will find that rebel attacks and subterfuge will be a regular cause for concern. Your superior economy should allow you to bounce back after each event with no problems.



Chapters 11-20

To Bait Fish Withal



Generalissimo Santana has lost the blade he wielded against you, with Marco firmly in your leash, but he's not finished so easily. He's found El Presidente, and plans to bring the UN down on top of you.

He also has your twin brother hostage (who you may not actually remember exists) and has threatened some unpleasantness upon him.

Note

Take into account the volcano on this island. Expansion to meet your goals might take you close to it, so have funds ready just in case in erupts.

The chapter opens with a direct challenge from Santana himself: Build a Rollercoaster. This is not cheap, nor is it easily reached early on.

You will need to start up some form of early tourism: a Tourist Dock, a Hotel, and then you have access to the Rollercoaster, but still cannot build it until you actually have a power grid.

It is wise to hold off and build up a strong economy, because once the attraction goes up, you start a chain of events that will severely strain an unprepared island.

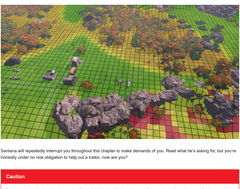
Tip

There are two Iron deposits near the starting area, consider those for early expansion. The cash crop best suited for growth close to the starting point is Tobacco, and you probably only need one farm for that.

A Logging Camp, later coupled to a Lumber Mill and Horticulture Station will also do well here.

If you're willing to spend the money, you can run roads through the near by forest and then demolish them, to clear a path to better cash crop planting ground.

There are also a series of off shore Oil reserves waiting to be exploited, if you have the means.



Santana will repeatedly interrupt you throughout this chapter to make demands of you. Read what he's asking for, but you're honestly under no real obligation to help out a traitor, now are you?

Caution

Be aware that rejecting his demands will result in blackmail, sharp losses of reputation with nations and factions, and even causing the minimum wage on your island to be $15 and declaration of all your workers to be criminals!

If you're skilled at handling the requests of foreign powers, you can make up the lost reputation easily enough. An immigration office can help replace workers lost during your rejection of his demands.

The minimum wage attack is more painful to absorb. You can make up for some of it with increases in rent to citizens, but be careful that you don't go to wild or they'll just retreat to the shacks and you'll still get nothing.

If you take up his requests, you will be expected to build what he demands. Indirectly, you're helping yourself in a way. Still, you can refuse to assist him and continue on with your island, if your economy is strong enough.

Marco Moreno will leave your side to liberate Puerto Gato from Santana's oppression. This cannot possibly go wrong in any way whatsoever. Go get 'em, Flame de la Revolucion!

Optional Tasks will show up throughout this chapter to support him. If you have the money, it can't hurt to listen to his requests, right?

Completing Marco's Tasks can help take the edge off of Santana's blackmail, and like Santana's, will usually involve you building the structures you need to meet the goals he sets.

Penultimo will say that the brightest minds of the island have come together to try to solve the wave of blackmail you're facing from Santana.

They want a Childhood museum to be built, to see if this business of you having a twin brother is the truth.

The scientists then request for a Science Academy or a Botanical Garden to further press the issue.

After this, you need to hold on for a year for the research to conclude the obvious: You're you. There shouldn't be a twin brother (at least, not one that isn't a clone your scientists have made in the even of your assassination...).

Penultimo offers a plan to give the CIA $40,000 to help sort things out. You can also raise your reputation with the US to 70 percent.

After this, he'll ask to have three Radar Dishes up and running, so the US is convinced that your efforts are not merely the flailing of some backwards island nation.

With this final piece in place, Penultimo will finally ask you to declare an alliance with the US.

They will give you a free Army Base to place on the island as you need, protect you from USSR invasion, and will also pay $2500 in rent every year if you follow any further demands they make of you.

With the alliance in place, your last task is to set up a Golden Statue of yourself, and declare victory.

Chapter 11.00
Best Served Cold

Thanks to the noble efforts of Marco Moreno, Puerto Gato is under El Presidente's control...somewhat. Santana's loyalists poison the population, and they will not take this change in management lightly.

There is no subtlety here: Santana's guerrillas must be destroyed entirely.

You start with 120 citizens on the island, and the threat of being ousted by an angry majority is high. Penultimo says that elections should not be held, for the chances of losing are very high.

Rebel attacks from Santana's forces will also be a thorn in your side. Your work is definitely cut out for you.

Dead Power Plant

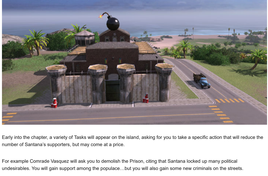
The primary goal of this chapter is to deal with the supporters of the old regime, who start numbered at 70. If you do this, you win.

You start with many structures important to an island and plenty of sustenance Farms and even a Ranch, but don't get too excited about that Power Plant: Santana will destroy it.

Tip

There are a number of lucrative mining points to take advantage of close to the starting city. For cash crops, Tobacco grows very well in the immediate starting vicinity.

Your first task is to restore power and generate 40MW of electricity. This can be done by rebuilding the plant, but Penultimo also suggests using Wind Turbines. Accomplishing this goal will reduce resistance forces by 5.



Early into the chapter, a variety of Tasks will appear on the island, asking for you to take a specific action that will reduce the number of Santana's supporters, but may come at a price.

For example Comrade Vasquez will ask you to demolish the Prison, citing that Santana locked up many political undesirables. You will gain support among the populace...but you will also gain some new criminals on the streets.

In another Task, Marco Moreno wants the central Monument to the Eternal Flame destroyed. Five supporters go with it...but five citizens become rebels. Early on, you may not have the army to fight that many men!

Each of these extra Tasks has a double edged sword of some kind. Take those into account before accepting absolutely everything blindly.

Once power is restored to the island, Miss Pineapple wants free media up and running, more specifically she wants 8 journalists.

Free speech was looked down upon under Santana's rule, and restoring it will further erode his support. After this, the people will demand elections.

You must win these fairly, and doing this will be a huge blow to Santana's rebellion. At this point, if you have done the optional demolition tasks, the number of rebel supporters should be at 20.

Now things get expensive. Penultimo wants 10 Condominiums on the island to reduce rebel support by another 10.

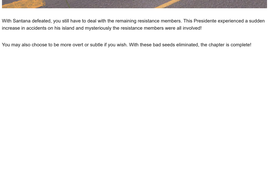
Take time to build up some heavy industry on the island to take advantage of the resources you can mine, then get those condos up. You'll also want electricity widespread on the island to get the condos up.

Tip

Santana may start getting desperate around this time, and set fire to a number of your structures.

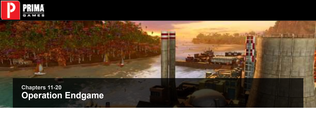
You can quick build Fire Stations to fight back sooner if you haven't already built them, or put out the fires immediately for $5000 apiece. The latter is more expensive.

Once the Condos are up, Marco requests 25 good soldiers to find and defeat Santana. He will also find a traitor in your own military that will start a coup within a year if you don't deal with him.



With Santana defeated, you still have to deal with the remaining resistance members. This Presidente experienced a sudden increase in accidents on his island and mysteriously the resistance members were all involved!

You may also choose to be more overt or subtle if you wish. With these bad seeds eliminated, the chapter is complete!



Chapters 11-20

Operation Endgame

Van Hoof is next on the list. She currently has UN inspectors on the island of Costa Laplata, ruining the economy and livelihood of the people.

El Presidente is here to ruin her, but matters are complicated immediately by the first limitation she places on you: The inability to sign special Edicts.

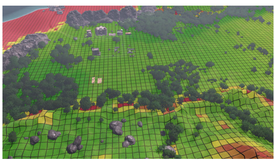
As you work through this Chapter, you will find that she will sign Edicts for you, and not always ones to your liking.

In addition to Edicts, she and her inspectors will frequently demand that you build certain structures or donate funds within set periods of time, or corruption and other forms of economical sabotage will plague you!

Needless to day, your time on this island will be a bit more stressful, with constant deadlines to meet, and a flailing economy to nurse.

Tip

The early cash crop to try and exploit here is Sugar. It grows close to the starting zone, and with your early inability to use Edicts, you'll need a lot of good farms to help kick start the economy.



Bad news travels in groups. The corruption on the island is extensive. Penultimo puts it at 40 percent, and that's exactly how much of your treasury will disappear at the end of every year until you bring that corruption down!

Tip

To take the sting out of this a bit, just remember to spend your money wisely on things you need.

A shrewd way to deal with this is to enter the month of November with a low Treasury balance, due to the spending incurred earlier in a year. Remember that the World Bank will cover you going up to $10,000 in the red!

Fortunately, some early tasks will appear to help lower the corruption levels a bit. One is to export $10,000 worth of goods, and another is to have 6 Farms.

These tasks will lower Corruption by 6 points. That falls in nicely with the need for strong cash crops.

As this chapter proceeds, you will be periodically offered tasks that will lower corruption, but may also come with negative side effects.

Early on, Van Hoof wants you to export iron, but at half the market price. Considering how much money you're already losing, it might be best to take the early hit now.

Tip

Sometimes, it might be worth it to increase the corruption level, particularly if it lends the treasury a lot of money.

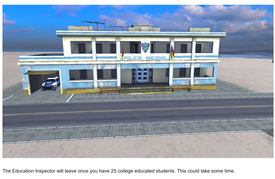
You can use that money then to build what you need, and leave little for the corrupt at the end of the year.

As you complete early Tasks, Penultimo will finally offer you a way to get rid of the Economic inspector! Two Newspapers need to be built.

Completion of this will unlock Economy Edicts! Now get that ministry up and running and get to work! All of that heavy Sugar planting from earlier is begging to be used for Rum exports.

The Environmental Inspector will require a Weather Station within three years of asking (and to be honest, a Weather Station is always a good bargain when fully upgraded) before you can be rid of him.

The Interior Inspector will leave if you get two Police Stations full of officers.



The Education Inspector will leave once you have 25 college educated students. This could take some time.

For the Defense Inspector to leave, you'll have to deal with the criminals Van Hoof off loads to your island. A prison works nicely, but you always have other methods as your disposal.

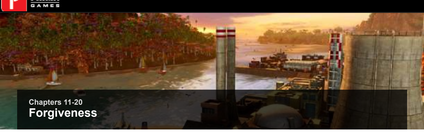
Once the inspectors are all booted out, you have access to all Edicts. Corruption will still remain, so be aware of that. Eventually, your final task will be to raise the happiness of the people to 60 percent.

Help with this will come in the form of a Task from Penultimo, asking for an Eternal Flame statue to be constructed in the city.

If you've stayed on top of the challenges Van Hoof has placed before you, this objective might be enough to push you over the magic number.

With the happiness at 60, Van Hoof finally capitulates to your skillful leadership, admitting to helping the conspirators who framed you for the US president's assassination.

It's time to return to your old life, and make Tropico the proud nation dreamed of for so long.



Chapters 11-20
Forgiveness

Acquitted and free to rule the island of St. Maria Magnifica, you return to a deteriorated island, with lots of work to do before you can return everything to the way it was.

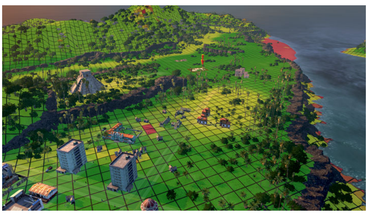
Compared to the last chapter, this feels considerably more relaxed from the start! Enjoy the peace while it lasts.

Your first goal is to reach a population of 120 citizens.

Tip

Early funding can begin with Coffee and Tobacco farms.

You may be tempted to plant them close to your starting location, but the fields will get in the way of making an accessible city to your citizens, not to mention building over your crop fields is lost profits!



Tip

In addition to cash crops, a Gold and Iron deposit are close to your start location, with one Iron deposit sitting next to one of your starting roads!

Once you have the citizens, you need to have 5000 units of exports from your growing economy. The relaxed pace of the beginning should have allowed you to set up good cash crops that can be further processed in factories.

Mysteriously, someone tries to poison you. You're given a choice on how to deal with it, and it does brighten a particularly slow start to the chapter. This starts to become a running theme.

Soon, a construction accident nearly claims your life. Your cigars become booby trapped. Penultimo decides you need to issue the Wiretapping Edict as soon as possible, as it's obvious someone is after you.

Tip

Take these attacks as a hint, and build up an army. A full Armory of Generals, and three guard towers will be sufficient in size. The Modernization Edict can also help.

Soon, El Diablo comes forward and says he might 'know a guy', and he'll happily present him to you for $25,000. You could also just arrest him yourself, if you look for a man with an exclamation mark over his head.

Speaking personally, this Presidente just handed over the cash. El Diablo could use it for a new tattoo or something.

The longer this agent remains free, you will be subjected to Rebel attacks, and if they take the Palace, it's over for you.

None other than Generalissimo Santana steps forward to offer his assistance…for a cool $230,000 out of your own Swiss bank account.

You need to earn that money on this island, and fortunately, some old friends stop by to help.

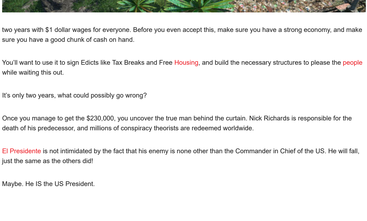
He will offer a Task where you can get get $70,000 towards the goal…you just need to make the maximum wages for every worker $1 for two years. Let's leave that one for last, hmm?

First, sign the Building Permit Edict if you already haven't. You're going to be doing a lot of building, and having some funds go to your Swiss bank account will make this that much easier.

CEO Keith Preston is actually happy to see you, enjoying the challenge you presented. He wants you to build 10 mines, and fortunately, there are more than enough locations to handle that on this map.

He will give you $70,000 to your Swiss account. The nice thing about all of these mines is that you can then use the materials on factories that will help prop up your economy for the big task.

Marco Moreno will ask for you to raise the liberty happiness of your island to 75. Get those media outlets rolling!



two years with $1 dollar wages for everyone. Before you even accept this, make sure you have a strong economy, and make sure you have a good chunk of cash on hand.

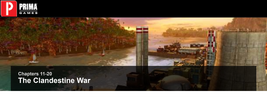
You'll want to use it to sign Edicts like Tax Breaks and Free Housing, and build the necessary structures to please the people while waiting this out.

It's only two years, what could possibly go wrong?

Once you manage to get the $230,000, you uncover the true man behind the curtain. Nick Richards is responsible for the death of his predecessor, and millions of conspiracy theorists are redeemed worldwide.

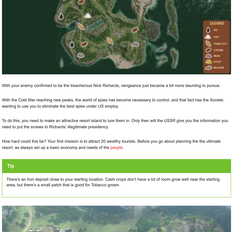
El Presidente is not intimidated by the fact that his enemy is none other than the Commander in Chief of the US. He will fall, just the same as the others did!

Maybe. He IS the US President.



Chapters 11-20

The Clandestine War



With your enemy confirmed to be the treacherous Nick Richards, vengeance just became a bit more daunting to pursue.

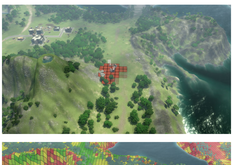
With the Cold War reaching new peaks, the world of spies has become necessary to control, and that fact has the Soviets wanting to use you to eliminate the best spies under US employ.

To do this, you need to make an attractive resort island to lure them in. Only then will the USSR give you the information you need to put the screws to Richards' illegitimate presidency.

How hard could this be? Your first mission is to attract 20 wealthy tourists. Before you go about planning the the ultimate resort, we always set up a basic economy and needs of the people.

Tip

There's an iron deposit close to your starting location. Cash crops don't have a lot of room grow well near the starting area, but there's a small patch that is good for Tobacco grown.



Take note of the Volcano on the upper-right portion of the map. There's your resort territory.

Agent Sasha, who hasn't aged a day since 1950, will also call to check up on you. You need 3 Secret Agents to help catch the last spies from the US.

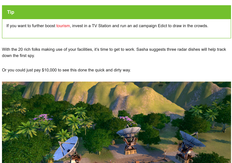
Since your early goal is to snag the wealthiest citizens, you'll have to spend money on the most expensive locations. A Luxury Hotel is a good start, and you'll want a Luxury Love to attract the richest of them all.

Tip

If you want to further boost tourism, invest in a TV Station and run an ad campaign> Edict to draw in the crowds.

With the 20 rich folks making use of your facilities, it's time to get to work. Sasha suggests three radar dishes will help track down the first spy.

Or you could just pay $10,000 to see this done the quick and dirty way.



Tip

If money is becoming an issue, a Task Penultimo offers could be a solution. He'll ask you to hire 3 journalists, and for every 20 wealthy tourists that visit the island, you'll bring $3000.

If you're the facilities to cater to them, this could become quite lucrative indeed.

Once the radars are set up, you'll decode the message, revealing a plot to use your farms in a mind control scheme.

To draw out this spy, open a Horticulture Station, and set it to GMC mode. Remember, you'll need an Academy of Science to be able to do this.

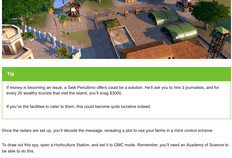
Once this is set up, you will have to select from a group of suspect citizens who potentially are the spy. The Russians want them dead, so you can't merely arrest them.

You can run wild and execute them all in the streets or arrange accidental drownings, but Penultimo suggests there are way to make certain you have the right man before you issue the kill order.

These methods of thinning out the list of suspects will be made available via a Task that appears on the map: Raise Crime Safety above 55.

If you already have a skilled police force, this can be complete the moment you accept the Task.

With the first spy revealed, take care of it. Unfortunately, this spy is popular with the ladies, and 20 women leave the island after he's dead.



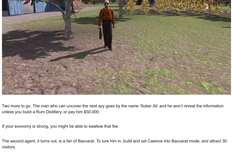
Two more to go. The man who can uncover the next spy goes by the name 'Sober Al' and he won't reveal the information unless you build a Rum Distillery, or pay him $50,000.

If your economy is strong, you might be able to swallow that fee.

The second agent, it turns out, is a fan of Baccarat. To lure him in, build and set Casinos into Baccarat mode, and attract 30 visitors.

The second agent is considerably more skilled, so the list of suspects is even larger. A Task to reduce the number of suspects will ask you to build 2 Guard Stations.

They, combined with your police force, will quickly narrow down the list. Once the list of suspects is down to a single man, make your move.



One more to go.

To draw out the the third agent, you need to convince him that his archnemesis Dr. Maybe is behind everything on this island. To whit, you must make a Golden Statue.

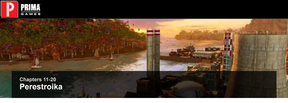
This becomes complicated when the real Dr. Maybe grows less than enthused at your posing as him, and he causes your volcano to erupt!

The third agent is much better than the others, and the list of suspects will remain fairly high. Open execution is a quicker method at dealing with the enemy in this case.

But it's still not enough as he keeps slipping through your net. Penultimo suggests that arranging an accident might be the best way to deal with him. Heh.

With the agents eliminated, the Russians...completely fail to deliver on their end of the bargain.

It seems Pereslroika has taken the Soviets by storm, and they just somehow managed to forget to compensate you with the evidence against Richards. But at least you have one heck of a resort island to show for it, right?



Chapters 11-20

Perestroika

With the USSR facing its own turmoil back home, they conveniently forgot to give you what you asked the last time around.

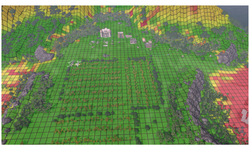
They do swear to make this up to you this time, you just have to do them another favor. Be the test subject to their new economic and social reforms.

Throughout this chapter, a number of additional Tasks will appear on the island that will involve helping out the USSR for special monetary rewards.

This can help you out while trying to set up your early game economy, especially when Nick Richards threatens to meddle in your affairs.

Tip

There is one Iron deposit close to the dock when you begin. However, the real potential for this island lies in Sugar fields.



Tip

Throughout this chapter, Richards will occasionally pop up to interfere with your island. He'll levy fees, make demands of your economy, and bet your international relations.

To help fight that off, you can take advantage of your Sugar production on set up Rum Refineries. A Customs Office can further boost the value of your exports, as well as the right Edicts.

Penultimo will also provide Tasks that help negate the interference from the crook.

The first Soviet program to test is 'Glasnost' which in this case involves you building a Newspaper to bring 3 journalists to the island.

Once the Newspaper is fully staffed, you are requested to build a Stock Exchange to test the effects on on the Soviet economy.

After the Stock Exchange is up and running, Sasha will want to see two Private Businesses up and running on the island to see how they affect the economy.

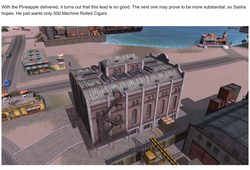
You'll get Tasks to open up private buildings from in front of the Stock Exchange itself.

Once both private ventures are up and running, word arrives that the incriminating evidence against Richards has vanished!

The only lead wants 500 Canned Pineapples sent her way before she begins to talk. She must really like that stuff.

A Cannery set to accept imports can suffice, but it will take some time before the task is complete. Planting Pineapple farms and boosting them with a Horticulture station can work wonders for this task.

With the Pineapple delivered, it turns out that this lead is no good. The next one may prove to be more substantial, so Sasha hopes. He just wants only 500 Machine Rolled Cigars.



Your reward for this7 A malfunctioned nuclear missile launched by the US is headed straight for Tropico, and will land in five years.

As always, Penultimo has a plan. He'll ask for you to build 10 Wind Turbines that will help move the island out of the missile's path.

You have 70 months to do it in, and failure is not an option.

With the Tropican Apocalypse averted, Agent Sasha will eventually come through with good news at last. The evidence has been found.

Now you need to form an escort unit of 12 soldiers to ensure the tape safely arrives in your hands.

With that done, issue a Trade Delegation Edict to the USSR. You'll need an Airport for that.

With the evidence tape secured, you must build three Radio Stations in order to broadcast the evidence worldwide.

Finally, in order to amplify the broadcast, you need to construct a Cosmic Pin. This last series of Tasks will have put severe strain on your economy, so don't be surprised if this takes some time to be fully prepared for.

Finally, the chapter is ended, and justice is done. Richards is 'forcibly' removed from office. Your revenge is complete.